Complete Moves Lists

RED STEEL™

OFFICIAL GAME GUIDE

Covers: Wii

PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB TEEN T

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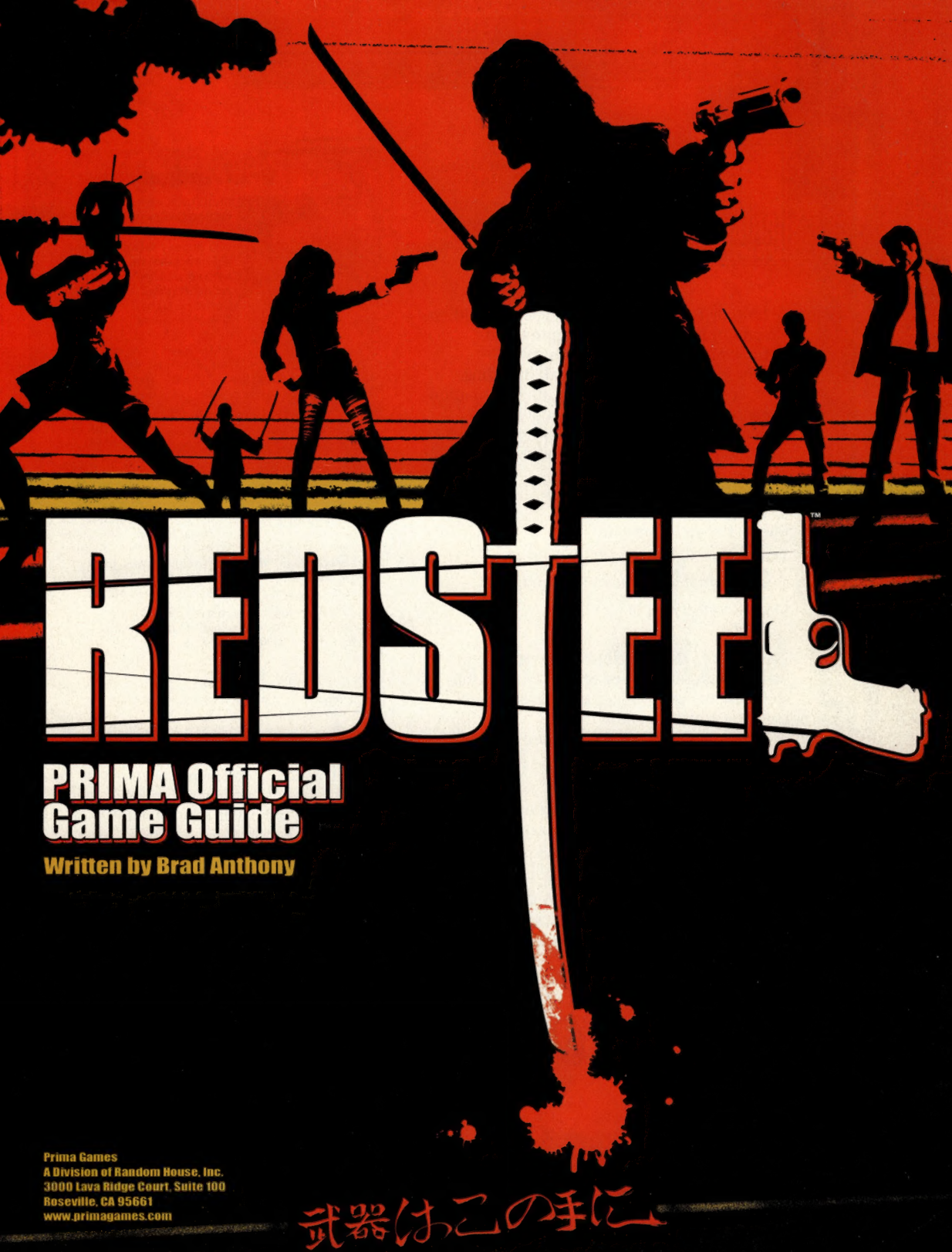

PRIMA Official Game Guide

Written by Brad Anthony

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Brad Anthony has been writing guides for Prima for three years and has successfully taken on some big franchises including *Need for Speed: Most Wanted* and *NCAA Football 2006*, and shows no sign of slowing down. He holds two degrees in environmental sciences and worked as a professional habitat biologist/environmental consultant before turning a lifelong love of gaming and writing into a thriving full-time career.

While a zealous gamer at heart, Brad spends most of his free time cultivating himself with other passions, including snowboarding, kite surfing, beach volleyball, weightlifting, photography, Taoist philosophy, and martial arts. A second-degree black belt in traditional Taekwon-Do, Brad also owns and operates a business that teaches reality-based self defense to people searching for new confidence and abilities. He currently trains under Grandmaster Shou-Yu Liang in Swimming Dragon Bagua & Bagua Straight-Sword to calm his body, mind, and spirit after demanding writing schedules and impossible amounts of coffee.

Brad enjoys a nature-inspired, technologically-enhanced life in beautiful Vancouver, British Columbia.

We want to hear from you! E-mail comments and feedback to banthony@primagames.com.

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GAMEPLAY

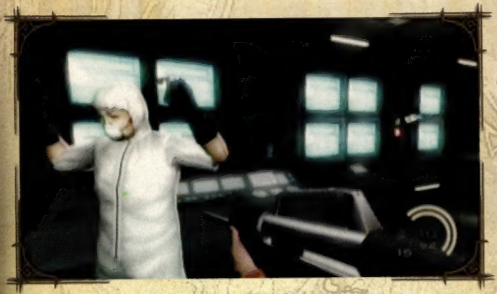
INTRODUCTION

An engaging drama unfolds in *Red Steel* ™ as you learn that your fiancée has been kidnapped and her father, a Japanese mafia kingpin, has been murdered by a rival gang. The only way to save her and defend your honor is to journey from Los Angeles to Japan and confront the Tokyo underworld.

By learning the ancient art of Japanese fighting with your katana and the focused precision of modern firearms, you will progress and adapt to this foreign environment, where skills alone may not guarantee you victory.

BASICS

Battle Parameters

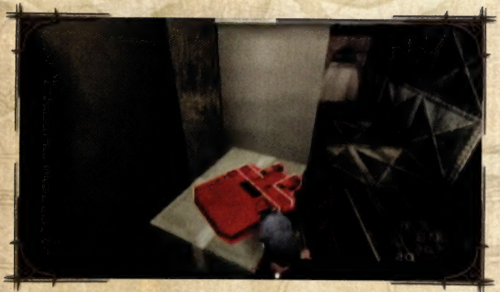


Much of the gameplay is centered on getting a good feel for the various controller movements between the Nunchuk and the Wii Remote. However, there are some parameters you should be aware of to ensure that you continually best your opponents throughout the many battles in Story mode.

Health

There are no health pickups to collect in the game. During firefights in the walkthrough, your health meter refills if you take cover and avoid further damage for several seconds. When caught up in a furious gunfight, quickly scan the area for obstacles to put between you and the enemy to allow for a brief break from the action. You need to pause just long enough to fill up your health meter and then get back into the battle.

Armor



The armor gauge indicates how much protection from attacks you currently possess. There are only two items in the game that increase this armor rating: the light and heavy flak jackets found intermittently throughout levels in strategic locations.

These jackets are good for limited protection against attacks. Their protective capability decreases with every attack that successfully hits you.

Use environmental cover frequently to maintain your armor protection. The less you're hit, the longer your armor is available to protect you when really need it.

Resistance

Resistance is a special meter that appears only during sword duels with boss characters. Resistance is essentially how difficult it is for you to hit your opponent.

On the rare occasions when you're fighting an opponent who has resistance to attacks, you must dodge and parry their attacks to reduce their resistance meter. The lower your opponent's resistance meter is, the easier it is to execute successful attacks against the enemy. Ideally, you should lower the opponent's resistance to zero before launching full-scale attacks.

Sword Integrity

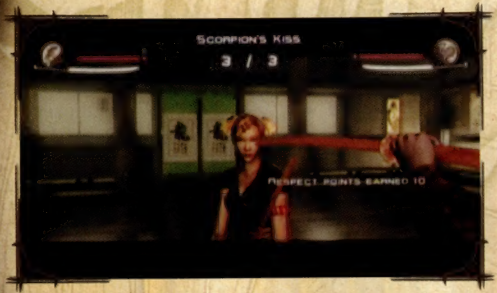
Sword integrity is indicated by the sword gauge on the display during sword fights. This gauge shows the integrity, or soundness, of your blade, which is decreased whenever you try to block an opponent's powerful attacks. A weakened blade is a dangerous tool, and if your enemy continually whittles down your blade, it will eventually break and you'll lose the sword duel!

There are four ways to damage sword integrity:

- The enemy attempts to parry one of your special moves (i.e. Hammer or Little Scorpion).
- You dodge a powerful enemy attack and at the same time use the Nunchuk—this executes an attack on your enemy's sword.
- When you destabilize an enemy, attack him with your Nunchuk.
- Use the 2nd and the 3rd sword combo.

If your sword integrity gauge is reduced to zero, you lose. If the enemy's sword gauge is reduced to zero, he is beaten.

Respect Points



During the game, opportunities arise where you can force enemies to submit. Then you have to make a decision: either let them live or finish them off with one final stroke or gunshot. It is always the better choice to let your beaten enemies live. For every person you force to submit and then allow to live, you gain a predetermined amount of Respect Points.

Far from being just a simple point tally, Respect Points unlock various move combos in the game to use later on. Refer to the moves list for more information on these unlocks.

Mercy!

The best example of submission comes during sword duels. When a beaten opponent falls to his knees, he expects to be put out of his misery for failing in his sworn duty to stop you.

A final sword strike would finish off the submitting enemy. However, if you sheath your sword by waving it off with the Nunchuk, the fallen opponent will show you great respect and admiration for letting him live. Being merciful allows you to accumulate Respect Points, which help your cause by giving you access to better moves to use in subsequent battles.

Respect Point Master Unlocks List

Respect Level	Otori's Sword Training	Kajima's Shooting Range	FocusTime Effects
1	Combo 1	Colt .45	Meter capacity + 10%
2	Reaper	Mini-Uzi	Meter filling speed + 10%
3	—	Benelli M4 Shotgun	Meter capacity + 10%
4	Combo 2	MP 412 Russian Revolver	Meter filling speed + 10%
5	Damage Bonus (every hit) +25%	USAS M12 Assault Shotgun	Meter capacity + 10%
6	Combo 4	Type 89 Assault Rifle	Meter filling speed + 10%
7	—	Steyr (Unkown)	Meter capacity + 10%
8	Combo 3	MP7 PDW Submachine Gun (Nato Personal Defense Weapon)	Meter filling speed + 10%
9	—	AE Sniper Rifle	Meter capacity + 10%
10	Damage Bonus (every hit) + 50%	Scar (Special Forces Combat Assault Rifle)	Meter filling speed + 10%

Controls

Interface

Description	Commands
Objectives Reminder	⊖
Pause Menu	⊕

Moving and Actions

Description	Commands
Move	◎
Jump	Ⓒ
Crouch	Ⓩ
Move Table	Stand close to a table until the pointer changes to green action shape. Swing Nunchuk in an upward motion to topple the table and use it for cover or reveal a passage.
Open Door	Stand in front of a door until the pointer changes to the action shape. Swing the Nunchuk up and then down to open the door.
Pick Up Weapon	Stand over a weapon and swing the Nunchuk down to pick it up.
Take Elevator/ Activate Switch	Stand close to the elevator or electric switch until pointer changes to an action shape. Swing the Nunchuk down to activate buttons and switches.
Say Yes or No	Use the Wii Remote to move the cursor up and down or left and right to respond to characters or missions.

Shooting

Description	Commands
Target Enemy	Point at the enemy with the Wii Remote. The onscreen cursor indicates the location of the current weapons' crosshairs.
Shoot	Ⓑ
Reload Weapon	Swing the Nunchuk down or press ✣.
Change Weapon	✣
Lock Enemy	Press and hold Ⓐ. Point at an enemy to lock on automatically. The cursor tracks his movement even if he's behind obstacles. If not, wait until the enemy appears, then target him to lock on.
Zoom on Locked Enemy	While locked onto an enemy, move the Wii Remote forward to the extent of the current weapons zoom.
Enter Focus Time Mode	To stop time and tag your enemies, press Ⓐ and move the Wii Remote forward quickly. Or, for greater precision, hold Ⓐ and simultaneously press Ⓒ.
Shoot Enemy in Focus Time Mode	In Focus Time mode, tag an enemy by pressing Ⓑ.
Select Grenade	Press and hold ✣.
Overhand Grenade Throw	While a grenade is selected and in hand, swing the Nunchuk in a wide, downward arc to throw it while aiming the trajectory with the Wii Remote cursor. Alternately, you can press Ⓑ while in grenade mode to toss it.
Roll Grenade	To roll a grenade along the floor, enter grenade mode and swing the Nunchuk in a wide, upward arc.

NOTE

You can keep two guns of any type at a time. If you already have two and try to pick up a third gun, the weapon you were holding is dropped to the ground.

Sword Fighting

Description	Commands
Attack	Swing the Wii Remote like a sword hilt in one of four directions to slash and strike (for better motion detection, hold the Wii Remote horizontally).
Block Attack	Swing the Nunchuk left or right with a flick of the wrist.
Dodge	⟲ or ⟳, then press Ⓒ.
Tanto Attack	Swing the Nunchuk left or right when close to an enemy in regular game mode (not during a sword fight!).
Hammer Attack	To execute this special sword-fighting technique, press and hold Ⓩ, then swing the Wii Remote and Nunchuk both down at the same time.
Little Scorpion Attack	To execute this deadly combo, press and hold Ⓩ, then swing the Wii Remote and Nunchuk in opposite directions.

Weapons

Weapons

Weapon Name	Illustration	Zoom	Clip Capacity	Maximum Ammo
.45 Caliber		1x	20	100
AE Sniper Rifle		10x	6	50
Grenade		—	1	20
M4		1x	6	100
M40		1x	8	100
MP 412		1x	15	100
MP7		3x	30	100
P99		1x	16	200
SCAR		3x	30	100
Type 12		3x	20	100
Type 89		3x	30	100
Uzi		1x	20	250
Katana		—	—	—
Tanto		—	—	—

NOTE

The regular cursor turns into targeting crosshairs while using a weapon's zoom ability.

Shooting Strategy

Strafing

There are two ways to shoot. The first is aiming with the Wii Remote, which moves the cursor around the screen. The second is the expert technique of strafing.

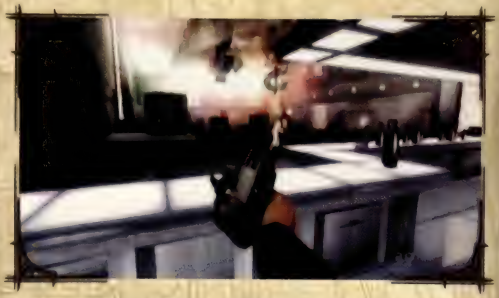
Strafing involves very controlled movements that focus more on individual movement and positioning rather than repetitive aiming of a weapon's crosshairs. It takes a bit of intuition to do effectively, but once you've mastered it, strafing is very efficient.

For example, when clearing a room, position the Wii Remote at approximately chest level of any anticipated enemies, and hold the crosshairs at that elevation. When enemies are spotted, *do not* move the aiming crosshairs. Instead, target them by moving left or right with the analog stick on the Nunchuk and essentially walk side to side with the character.

Not only is this technique more effective than always moving your targeting crosshairs, it also makes you harder to hit because you're constantly moving. Enemies are forced to track you.

Expert players will eventually be able to strafe and aim simultaneously. This is the ultimate evolution of the skill. Keep practicing aiming and strafing individually to keep it simple before you attempt to do them both at the same time.

Cover



It's very rare that you'll be able to wander through a firefight unscathed, and without ducking for cover when your health is dwindling. The sounds of loud heartbeats is a telltale sign to get your head down and find cover fast! Most levels are designed with this in mind. You can use anything that provides even the slightest bit of obstruction between you and your enemies, such as crates, long tables, bookshelves, and many other environmental features. However don't limit yourself only to these objects for cover. Use the walls, too. Backing out of doorways and shooting through them while using the adjacent walls as cover is an extremely effective method of protecting yourself during critical conflicts.

TIP

Watch for the targeting cursor to go red when aiming at your enemies. This indicates a clear shot.

Focus Time Mode

Focus Time mode is a special skill that allows you to slow time and pull off some extreme techniques during firefights. As Kajima explains in the story, you're not really slowing time. Rather, it's the sensation that time is slowed when someone with extremely honed abilities executes incredibly fast and precise movements through sheer concentration and skill.

Focus Time mode is used to execute multiple shots on multiple targets and to disarm enemies, all within the blink of an eye.

Multiple Shots

During Focus Time mode, the world around you slows to a crawl. During this time, you can tag or "shoot" multiple enemies. As long as the Focus Time meter is displayed on the screen, you have time to tag another enemy in the succession.

When your Focus Time meter is flashing, it's filled and you can now enter Focus Time mode to tag multiple enemies. To "tag" an enemy means you mark them as a target during the moments while time feels slower. Tag as many enemies or enemy weapons as possible while Focus Time mode lasts, then when the Focus Time meter runs out, the almost impossible shots are carried out immediately.

This skill allows you to walk into a crowd of opponents and eliminate them all, or at least force them to surrender in the blink of an eye—if you have a full Focus Time meter and can tag your enemies quickly. When the dust clears, you'll be the only one standing.

Disarming

When you're aiming at opponents in Focus Time mode, you'll notice a small white square that centers on their held weapon. If you tag their weapon instead of their body (which is indicated by the larger white square), you can shoot it out of their hand and disarm them as soon as normal time resumes. Disarmed enemies are usually very shocked when they find they've lost their weapon, and they will submit immediately. Motion quickly up and down with the Wii Remote as you wave your gun at them. The disarmed opponents will kneel and award you with Respect Points.

Sword Fighting Strategy

Dodging

Dodging is the easiest and most efficient evasion technique to use during sword fights. However, it may be easier and smoother to circle around an opponent with the analog stick, watching and waiting for their attacks rather than dodging from a stationary position. If they attack while you're in motion, you can easily execute a dodge and you can counterattack immediately.

Dodging, if timed well, can give you incredible opportunities to launch counter-attacks on your enemies. While they're trying to finish executing their own techniques, you can simply slip away. Ideally, their attacks don't connect in any way. As they swing wide, you should be moving around them to the side and counterattacking even before they've finished their attack techniques.

Dodging is most efficient against vertical or straight sword techniques that come directly toward you. This includes jumping downward slashes that many enemies favor as power techniques.

Parrying

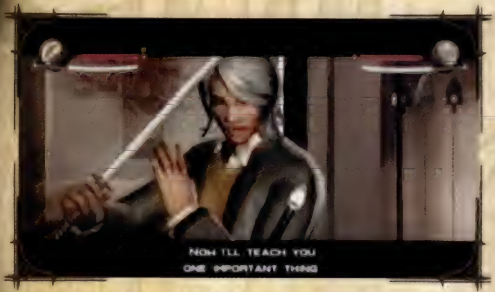
Parrying is a more technical ability that allows you to block incoming attacks with ease. Be warned though, not all attacks are easily parried. It depends largely on the attack's trajectory.

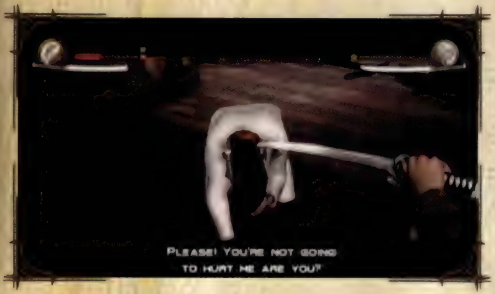
Overhead diagonal slashes are the easiest to parry, while straight thrusts are much more difficult and require sensitive timing. It's very important to note that a successful parry throws your opponent off balance and they require several seconds to recover, during which time you have a huge opening to launch devastating counterattacks. Always take advantage of this crucial time to inflict maximum damage on your foes.

Dodging and parrying make up your sword fighting defenses. Most enemies mix up their attack techniques. Some require an appropriate dodge and others a parry defense. The key to beating them is to learn their repertoire of moves and counter properly. With only two choices of counters, you've got at least a 50 percent chance of successfully defending or evading each attack.

If the enemy is using a powerful attack, don't try to parry it: you can't. You'll be able to tell a powerful attack by the red glow around the enemy's weapon.

Techniques and Strategy





Sword combos are valuable techniques to use during sword fights; however, you can win many of your battles using the following strategies.

1. Always be on the move. Circle around opponents to keep them on their toes.
2. Be prepared to either dodge or parry immediately when the enemy executes an attack.
3. Learn to recognize enemy attacks as either vertical attacks, which require dodging to evade them, or horizontal attacks that are more easily parried.
4. If a boss character has a resistance meter, dodge and parry around their attacks to reduce their resistance meter all the way down. Then you'll get clearer openings to attack.
5. Sword combos work great when you can properly execute them. However, until you perfect the combos, try fast horizontal slashes right and left as your primary attacks. This technique works wonders as a counterattack that immediately follows a parry or dodge. You should be able to hit an enemy in this circumstance at least twice before they can recover and defend themselves.

NOTE

Earning Respect Points will unlock more sword combos or Katas to use during sword fights.

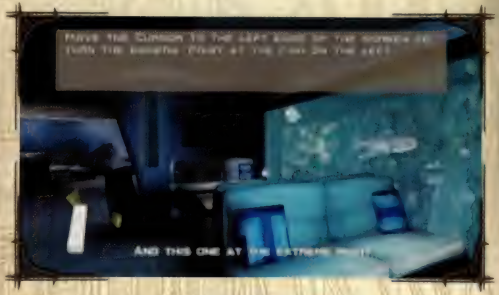
STORY MODE TUTORIAL

LOOK TUTORIAL

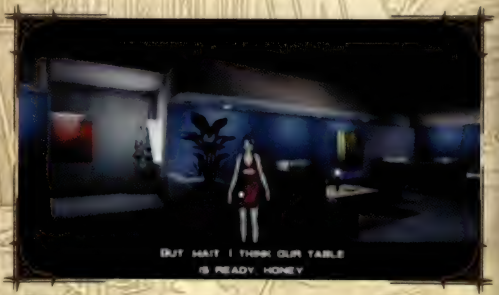
Meet Miyu, Scott's girlfriend and the daughter of a powerful Yakuza crime boss. You began as her bodyguard and now, well, let's just say things have evolved. The two of you are in L.A. awaiting a meeting with her father in this restaurant. He has flown in from Tokyo with some of his men and is waiting upstairs.

But first things first. You must get a handle on how to navigate through the game using the Nunchuk and Wii Remote together to create a seamless style of control. Listen to Miyu's directions, she's telling you about the fish in the nearby tank.

Use the Wii Remote to point the cursor at the first fish, the large red one in the center. The game registers the correct view as soon as it happens and moves on to the next fish. Next, move the cursor to the top fish, then the bottom, then the one on the left. Finally, point the cursor to the fish on the right.



But wait, she's not done. Miyu's found a few more fish to look at. There's one in the far left corner of the tank and another on the extreme right side.

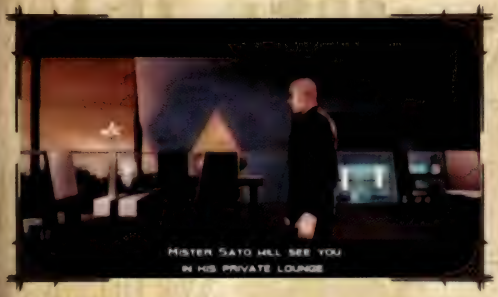


Once you've checked out all of Miyu's favorite fish, which are quite likely the sushi on tonight's menu, Miyu says she thinks the table is ready and you should go.

She heads off around the corner and the next level is initiated.

THE RESTAURANT

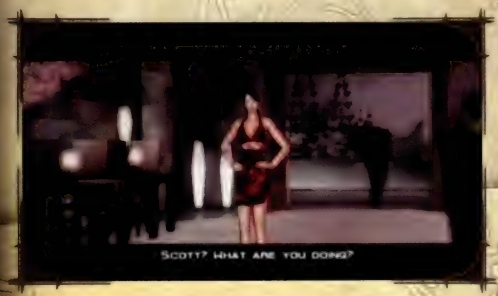
THE MEETING



Sato's man meets you in the restaurant.

You and Miyu head up to the restaurant to meet her father. While you're sitting there, the story unfolds: gangsters in the garage are preparing an assault. They're heading upstairs to the restaurant, unbeknownst to you and Miyu, and they're all dressed like waiters. The drama heats up quickly after the initial meeting with her father and his men.

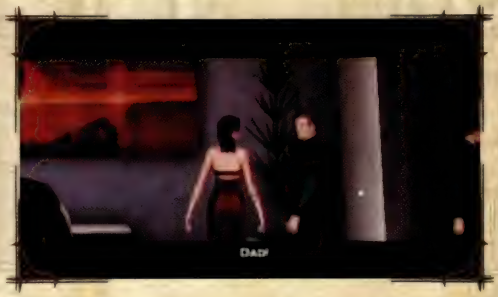
GOAL: *Follow Miyu to meet her father in the lounge.*



Miyu beckons you to follow her.

Sato (Miyu's father) sends a man to collect the two of you. Miyu goes off; you can explore the restaurant to get your bearings if you wish. When you're ready, follow Miyu down the hall toward Sato's private lounge.

One of Sato's men stands guard in the hallway before the private lounge. Pass by the granite waterfall on the right and continue down the hall to meet Miyu and another of Sato's men, who tells you to wait at the reception desk.



Finally, the meeting; but something doesn't seem right...

You must wait here until you're called.

Miyu runs ahead to greet her father and together they go into the lounge. Sato's guard tells you to be patient. Sato will decide when you can join them.

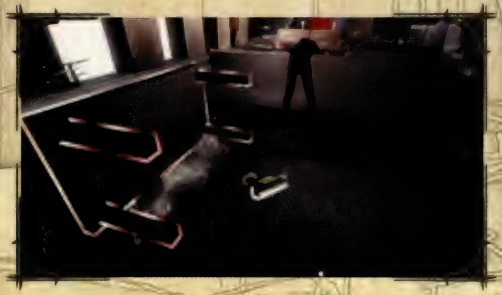
Sato and Miyu are ambushed in the private lounge!

As Miyu and her father disappear into the lounge, you can see someone farther down the hall. He enters the lounge with an Uzi and opens fire. It's an attack on Sato!

Down for the count.

When you regain control, follow the bodyguard to the private lounge. Inside, a gunfight is blazing and you don't have a weapon yet (there are none to be found at this point). As you enter the lounge, a waiter knocks you out with a gun butt to the head, and you're knocked out—temporarily.

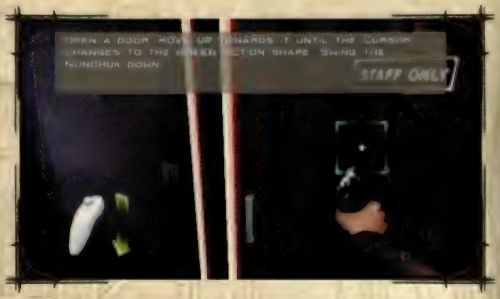
GOAL: *Catch up with Miyu and Sato to escape with them.*



Be sure to kick over the table here and collect the P99 handgun below.

When you regain consciousness in the lounge, everyone's gone. You must catch up to Miyu and Sato and escape before things get even more out of hand!

Before moving anywhere, note the nearby table. The tutorials continue here as you learn how to knock over objects to access items or reveal hidden passages. Knock over this table and pick up the handgun on the floor. You'll need this almost immediately, as gangsters are still in the adjacent rooms!



Opening doors is done with a quick downward flick of the Nunchuk.

Walk through the lounge past the big-screen plasma TV and look for the door with the glowing edges on the far wall. It says "staff only," but of course, you're not going to let that stop you. Open the door, and advance into the bleak gray hallway to reach a checkpoint.

Grab the ammo from the bar before leaving this area.

The door at the far end of the hall leads into another lounge area. Suddenly you're attacked by a gangster "waiter" who enters the room from the doorway on the far wall.

Use the bar for cover during the ensuing firefight.

You've got the advantage here of being behind the bar; duck down and use it for cover should you take some hits from the attacker's weapon. Collect the ammo for your P99 on the bar and eliminate the enemy across the room.

The pillar provides enough cover to make it very difficult for enemies on the other side of the room to hit you.

When it looks clear, proceed into the adjacent area of the room but look for cover behind the pillar or the overturned table, as more gangsters are busting through the door that the first one came through.

Using Zoom mode on your weapon brings targets much closer and inevitably improves your overall accuracy rating.

Now is a good time to practice using the zoom on your weapon. This ability brings your targets into a closer focus, depending on which weapon you're currently holding, and makes aiming so much more precise.

This hallway is suspiciously quiet.

This bodyguard's career is about to come to an abrupt end.

When the firefight is over, proceed down to the other end of the room, where the gangsters came from, and collect ammo for your P99 from their weapons. There should be at least a few weapons lying around.

Go through the adjacent doorway into the hallway beyond. You hear more gunfire up ahead. Follow the noise to return to the aquarium lounge where one of Sato's men has killed a gangster. He tells you that Sato and Miyu are heading for his helicopter on the roof and you must join them, pronto!

GOAL: *Go to the rooftop to find Miyu and her father.*

Fools rush in...

Follow the bodyguard up the stairs into the next room. He doesn't last long in the ensuing gunfight and once again, you're on your own. A handful of gangster waiters are hiding behind the large planters. Find cover and wait until you get clear shots on your targets or you'll just waste ammo blasting the leaves off plants.

The large planters can obscure your vision: use zoom to get clear shots across the room. Lock on to an enemy to track him even if you don't have a visual.

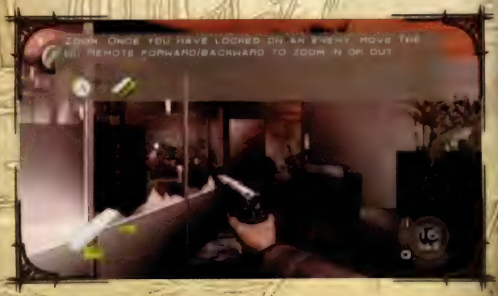
Use the zoom on your P99 to make aiming much more clear through all of the obstacles in this rooftop lounge. With all the clutter, you'll need to be accurate and conserve ammo as much as possible until you can find an additional weapon.

If you're taking too many hits, back down the stairs to put the wall between you and your enemies. This provides excellent cover and an opportunity to heal before heading back into the conflict. Keep a watchful eye out however, as individual gangsters may follow you back toward the stairs. If you need to reload, do it fast and be ready for someone to pursue your strategic retreat.

Head shots do much more damage than repeated shots to the body. Usually one head shot is enough to take out the toughest of opponents.

Where did that waiter get to?

Clear out this area of opposition and continue across the glass floor toward the open doorway where the gangsters entered the area. Scope out the hallway beyond to make sure there are no stragglers waiting to ambush you. If it's clear, proceed down the bright, art-filled hallway, but watch for the waiter that appears and disappears at the bend. He retreats into the room at the other end of the hall where another firefight awaits.

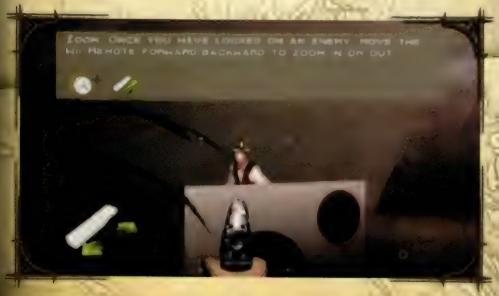


The glass panels provide an early warning of enemy shots as the glass won't break immediately.

Reload your P99 before entering the next room. Note the glass room dividers just inside the doorway. You can aim and shoot enemies right through this glass to surprise them and also use the pony wall underneath the glass panels as cover while you heal or reload.

Back out of this room if you need to heal or reload.

If you get in trouble here, you can always back out the open doorway to use the walls as cover. Eliminate the couple of waiters on the ground floor, but watch for additional enemies up the stairs at the far end of this lounge. They have great cover up top and a height advantage that makes hiding harder for you, as most of the lower level is out in the open. Cover this distance quickly, collect any ammo that's lying around, and get up the stairs to the top level where you can fight any remaining opponents on their level. However, when confronted, they may flee to the lower level where you can pick them off from above with your zoom shots.



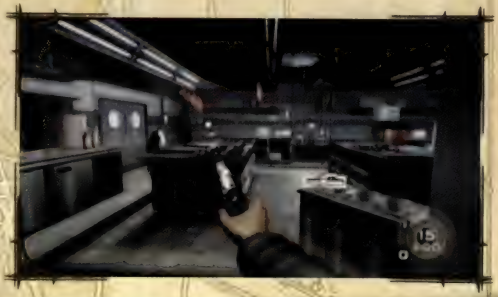
Wait for him to pop up before taking your shots.

The exit is the far door beneath the green light.

Watch out for the overturned table on this top level; a stealthy waiter may be hiding there waiting to ambush you. Exit through the door with the green light above the doorjamb to complete the level.

THE RESTAURANT II

GOAL: Get to the rooftop to find Miyu and her father.



Fire through this window to catch the disguised waiter and chef off guard.

In this second part of the restaurant, you find yourself in the service hallway. Walk down the stairs here and reload your P99 if necessary. At the branch in the hallway, turn right and check out what's going on in the adjacent room through the window.

A couple of gangsters through the far double doors are waiting to ambush you, but you can catch them completely off guard here. If you're fast, you may be able to kill both of them right away. However, if you miss the first shot, one runs out the double doors to attack you in the

hallway, while the other flees to the other end of the kitchen to find cover.

By standing off to the side of this window, you limit your exposure as a target.

After this initial attack, you must continue through the double doors into the kitchen. But don't proceed until the kitchen is cleared of all the opposition you can locate. If you move to the far left side of the window you may be able to eliminate enemies standing near the far end of the kitchen. You might not have to face them directly from inside the kitchen.

TIP

A few well-placed rounds into the stovetops in the kitchen can cause them to explode and kill any nearby and unwary enemies!

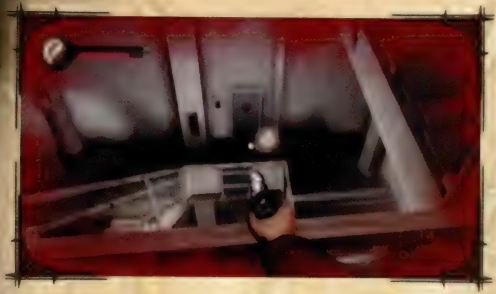
The waiters and cooks in the kitchen may have been carrying Uzis. If so, you want to collect one for yourself and gather up any remaining ammo from additional guns before proceeding. It's likely that there isn't a ton of spare Uzi ammo lying around, so you will still have to rely on your trusty P99 for the time being.

Here's more Uzi ammo than you can carry. Stock up here for the upcoming level finale.

CAUTION

Contents under pressure! Back up out of this room before firing at the propane canisters.

Look for the single door leading out of the kitchen's far wall. Shazzam! Here in the backroom, you find a crate of Uzis on the floor. Collect all the ammo you can carry. Fill up and check out the adjoining storeroom. There are two propane tanks sitting on the floor next to a locked door. Back up from this room and take a few shots at the tanks. The ensuing explosion blows the double doors to shreds and allows you to jump through into the stairway beyond.



You can't get down to his level, but after a few well-placed shots you won't need to.

Find cover behind the steel panels of the stairway railing or in the alcove at the side of the stairway landing to get your bearings. There is a gangster one level below you who's shooting up at you. Another is one level above you shooting down on you immediately as you enter. You're a sitting duck out in the open!

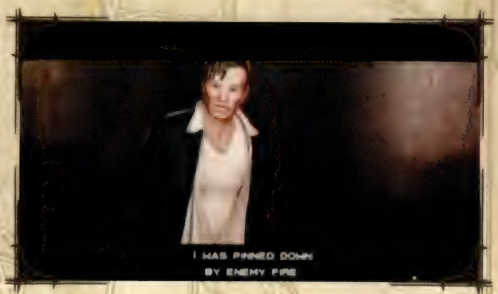
Clear the top landing before moving up the stairs.

When the coast is clear, run up the stairs to the higher landings. When you find the guy on the top landing shooting at you, duck into a nearby alcove and prepare to be ambushed from below by two gangsters. If you're prepared, you won't have too much trouble dealing with them quickly. But at least one gangster will try to come right up on you and attack from close range.

A few more goons show up on the top level, but by using the adjacent alcove at the side of the second landing, you can take them out from relative safety while they try to get shots off.

There is no one hiding in this generator room; you're almost on the roof.

Move into the adjoining room to find another service hallway that leads to a checkpoint and a power generator room. An explosion outside feels very close. Something is happening! Get through the far door that leads out onto the roof. A gangster has Sato cornered and wounded—kill the thug quickly!



Sato isn't looking too well. There's just a handful of enemies between you and the level ending.

Sato gets up slowly and explains what happened. The ambush caused so much chaos that the helicopter is gone. You'll have to adjust your plans. He thinks Miyu got away to the private suite with his bodyguards, but you two need to find another way out of here now.

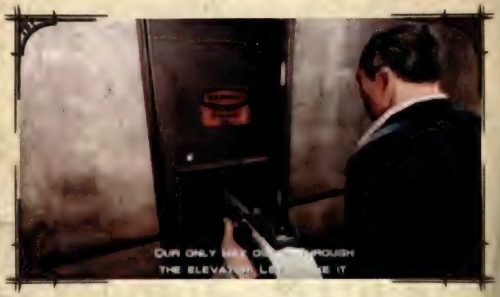
GOAL: *Go to Sato's private suite with him to find Miyu.*

Look for the ladder near where you meet Sato on the roof.

After the conversation with Sato, he walks to the nearby ladder. You must go up and clear the adjacent area before he can follow. Climb the ladder. Immediately, you're attacked by shooters on the far side of the roof. Use your zoom to get clear shots at them before jumping down onto the nearby air vent.

Some fancy footwork may help you flank enemies on the roof.

The enemies on the roof have Uzis and M4 shotguns that pack a mean punch. You must use cover at all times here, once you jump down, and expect several enemies to come around corners quickly. Shotgun blasts at close range take down your health very quickly, so don't spend any time standing in the open.



Only Sato has the key for this door; you must clear the roof before he'll join you there and unlock it.

Chase down any enemies on the rooftop. If they retreat, they often try to flank you around the other side of the generator stacks, so be prepared to turn around and catch them on the move before they can surprise you. Work your way to the locked door on the roof's far side and wait for Sato to join you. He unlocks the door and allows passage into the next area.

Collect all the extra ammo from guns lying around on the roof before going through the exit door with Sato.

The last area of the level should be clear of enemies.

Follow Sato past the flames in the next room toward the elevator. Once you're inside the elevator, the level is completed and you move on to the next phase of the story—the Escape.

THE ESCAPE

THE ESCAPE I

GOAL: Clear the way for Sato to reach his suite and find Miyu.

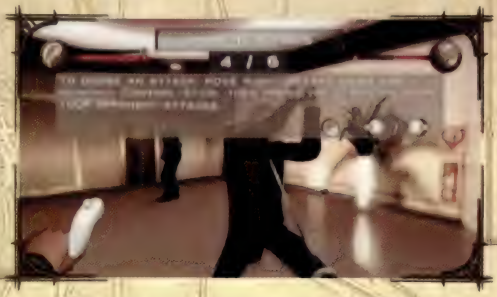
Everything seems too easy at the moment...

Sato seems grateful for your help, and thankfully he's got a plan to get you both out of there. However, the escape plan goes sour and hasty changes must be made on the fly just as the elevator collapses. Duck down and get back into the hotel before the elevator is destroyed and takes you with it on a crash course to earth.

Back inside the building, Sato spots a sword and beckons you to pick it up. Suddenly a sword-wielding gangster attacks and Sato acts as your coach through a brief tutorial-style fight.

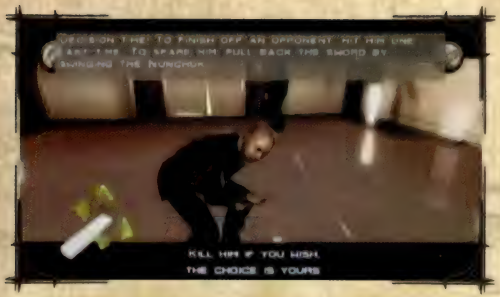
Horizontal slashing attacks work well against his Yakuza.

During this battle, you must first attack the enemy and hit him six times with any directional attack—left or right, up or down. Note the combo indicator appearing on the bottom right of the screen showing the next move in a combo. This indicator changes depending on your first attack and whether it links into another move to form a combination attack such as the Little Scorpion.



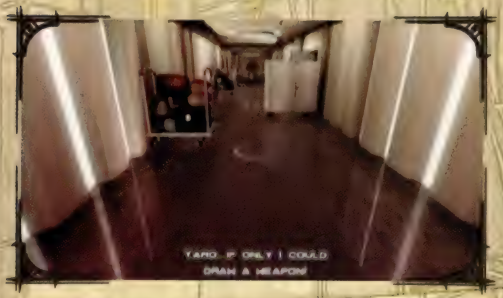
Always stay in motion constantly before dodging.

Next in the battle is to dodge your enemy's attacks six times. It's sufficient to stand still and wait for him to attack before you dodge, but the expert way is to circle around him and already be in motion by the time he attacks.


DECISION TIME! TO FINISH OFF AN OPPONENT, HIT HIM ONE LAST TIME. TO SPARE HIM, PULL BACK THE SWORD BY SWINGING THE NUNCHUK.
KILL HIM IF YOU WISH.
THE CHOICE IS YOURS

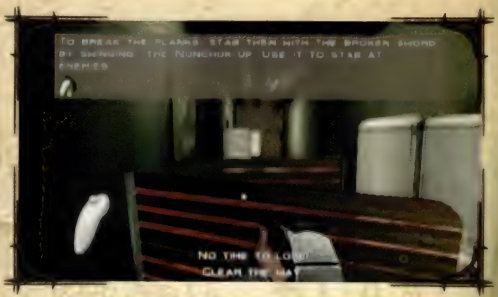
Let him live to earn Respect Points.

The third part of this conflict is to finish off the enemy. Make a few additional strikes and he is disarmed and awaiting his fate. You have the option of finishing him off with one final strike or waving it off and allowing him to live. Doing the latter is how you earn Respect Points, as discussed in the Gameplay chapter at the beginning of this guide, to unlock various special skills and sword katas, or combination attacks.



Clear the hotel hallway for Sato to follow you.

Now you've got a sword and the basic set of skills needed to face the oncoming rush of bullets and blades. Follow Sato and explore down the hallway where he stops to wait for you. Look for the tall metallic crates along the right wall. There is a doorway just beyond where a couple of gangsters burst forth. One hides right on the other side of these crates and the other hides behind a dolly carrying luggage farther down the hall, past the door. Eliminate these two and go through the nearby doorway leading into a blocked hallway.

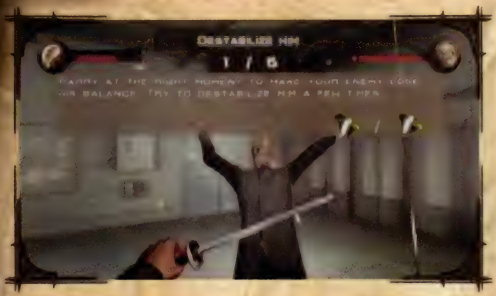

TO BREAK THE PLANKS, STAB THEM WITH THE BROKEN SWORD. BY SWINGING THE NUNCHUK UP, USE IT TO STAB AT ENEMIES.
NO TIME TO LOSE!
CLEAR THE WAY!

Get close to these planks to be able to attack them with the sword and clear a path.

Use the sword and get close to the planks blocking the hall. When you're within range, flick the Nunchuk upward quickly to carve through the planks and open up the passage. Continue advancing to the opposite end of the hall and go through the door with the warning sign on it.

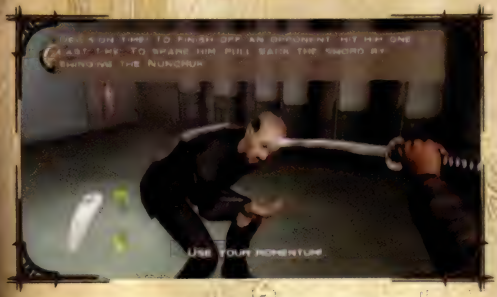
Parrying takes keen timing; don't be afraid to get hit a few times. The skill comes with practice.

In the room beyond is another gangster with a sword; he's determined to get to Sato, but you can't allow that. This sword fighting exercise starts off with your having to parry his attacks six times successfully.



Destabilizing an opponent gives you several seconds to launch into a swift counterattack.

Next you must destabilize him six times by parrying at the right moment, just before you are struck by his sword. This is executed the same way as the regular parry—with a quick left or right flick of the wrist holding the Nunchuk. Remember that straight thrusts and vertical attacks can be parried, but they're more difficult to time properly.

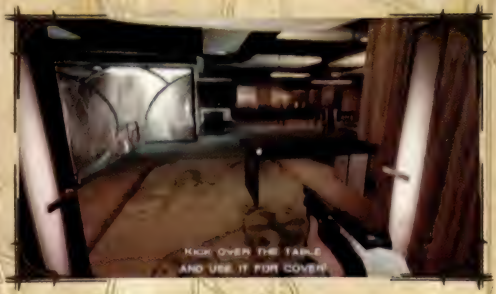


Respect is earned, not given freely.

Now you must parry his attacks and then counterattack with your own attack, much like in a real battle. Whittle down his health until he is defeated—but remember to have mercy on him if you're concerned with collecting Respect Points!

Sato is barely keeping up, but keep going and he tags along behind.

Sato identifies the gangsters as Yakuza and knows that they shouldn't be here in L.A. Open the nearby double doors and walk through the adjoining hallway to another set of doors. Sato follows you back into a main hallway in the hotel. Now you must look for a pair of wooden doors that lead into a large, open room.



Kick over the table just inside the doors for cover from enemy gunfire.

Inside, Sato tells you to kick over the table in front of you and use it as protective cover from enemy gunfire. Do this and immediately duck down to take cover. Prepare to defend yourself against a large assault. Two groups of enemies are here: one group is on the same level as you, and another group down is below on the lower level. From this position, you can clear out the upper level, but you will most likely have to move closer to the stairway leading down to get clear shots at the lower level. The lower group of gangsters has the advantage of much more cover down there and your angle of fire is limited.

The exit doorway is located behind the bar on the lower level.

After the both levels of the room are cleared, Sato says it won't be long now. Make your rounds around the area: Collect all the ammo you can carry and head down to the doorway behind the bar on the lower level. Continue along the following corridor into another short hotel hallway. Sato is right on your heels and you can lead him to either of the two entrances to his private suite.

THE ESCAPE II

Sato's bodyguards don't last long while defending the private suite.

Sato is confident that his men will be able to handle the situation from this point on, but things are not as they seem. Finally you're reunited with Miyu—almost. Ryuichi has prepared an escape car in the parking garage, but before you can join the group, another attack begins. Sato, Miyu, Ryuichi escape out the side entrance while you defend the suite so they can make a clean getaway.

GOAL: *Defend the suite to protect Miyu, Sato, and his assistant Ryuichi.*

Defend the suite for 200 seconds before making your own escape!

The timer begins counting down and you must defend the suite for 200 seconds against multiple waves of unknown gangsters. They start filing into the suite from the double doorway between the two staircases on the lower level. Take up a position along the railing and start firing off headshots as accurately as possible to thin their ranks and prevent you from being surrounded. Cover is limited on the upper level so you must keep them from coming up after you. The height advantage from upstairs is a significant advantage here that you don't want to lose. Watch the side you're on carefully but don't neglect protecting the other staircase.

Grab the light flak jacket on the coffee table.

In the middle of the upper suite is a coffee table and a Light Flak Jacket—grab it to give yourself 50% armor. If you want to guard a stairway further along, toward the doors at the lower level, use the shallow alcoves at the top of the stairs for cover should you need to heal, avoid fire, or reload in relative safety. Should these tactics fail, you can duck down and use the furniture in the middle of the upper level as cover and lure the enemy towards you. Given the opportunity, they will come up after you from both sides.

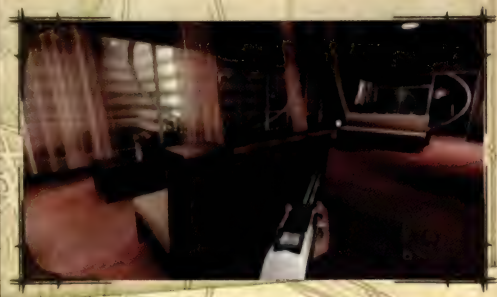
The stairway landings are excellent places to ambush more Yakuza coming through the middle doors below.

When you clear out the first wave, often near a timer count of 120 seconds, watch for the second wave to burst forth from the middle lower door and the doors beneath the upper balconies from the sides of the room. If you move down to the stairway landing, you can surprise the first members of the second wave as they come through the doors, however watch for gangsters rushing you from the middle of the room as well.

Look for more Yakuza hiding behind the pillars on the lower level.

It's a good idea to head back up to the balcony and kill anyone hiding behind the pillars around the outside of the lower level. They are hiding from someone attacking from between the two staircases, but they often won't notice until too late that you've retreated to a stronger position back on the upper balcony overlooking the lower suite.

GOAL: *The door is locked. Find another way to join up with Miyu and Sato in the parking lot.*



This is one of the few quiet rooms on the level.

Two doors open on the lower level of the suite lead to the same place. When the lower level is clear, head through either door into the next service hallway and then into the lounge beyond. Another service hallway leads into the staff area and laundry.

Defeating enemies in the laundry rooms replenishes much of your M4 ammunition.

The staff locker room is clear but the laundry room is crawling with baddies. You should have the M4 shotgun off any of the dead guards by now, so use it to clear this room and then proceed through to the second part of the laundry where all the machines are working. More gangsters await here and many of them are carrying M4s as well. This is a dangerous area, but if you clear it out fast, you can collect a storehouse of valuable ammo for your shotgun off all of the fallen enemies. At the far end of this room is a set of metal double doors. Go through them into another part of the laundry where more thugs await. Use the washing machines for cover as you progress through this area, but be extra vigilant around the alcoves along the walls where ambushers may be hiding, hoping to catch you off guard.

Search the dark corridor for more Yakuza hiding behind construction materials.

The doorway out of the laundry leads into a hotel hallway that is seemingly closed and under construction. Immediately, you're beset by a couple of gangsters who try to hide behind stacks of construction materials. Eliminate them and continue down to the far end of this hallway where two glass double doors lead into a lobby. Just when things were looking to lighten up, a Yakuza arrives with a glistening katana that might just have your name on it!

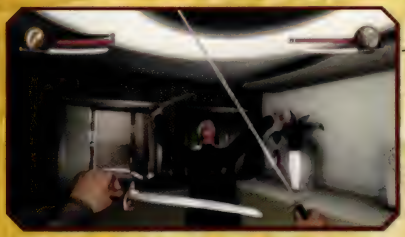
This Yakuza won't be swinging a sword for a while.

This Yakuza thug has a straightforward fighting style and predominantly uses diagonal slashes against you. Dodge around his attacks (or parry them if you're already comfortable with this skill), but regardless of which tactic you use, always counterattack immediately to take advantage of his opening himself up during his attack. This Yakuza is not very skilled and you should be able to submit him without too much of a struggle.

Watch for the counterattack coming from the reception area.

As soon as the sword-wielding Yakuza is dealt with, several gun-toting hoods show up in the far exit hall. Break out the M4, or whatever gun you're carrying at this point, and take down these guys fast. Collect any ammo in the area before you leave the reception area and proceed down the adjoining hallway. As you near the elevators, you meet your first boss.

Boss Battle



Destabilize this boss by parrying and you gain several seconds to execute powerful combo attacks to defeat him.

This Yakuza looks tough, but he's more of a pushover than your previous-sword bearing opponent. The only difference here is that he mixes up another attack type to give you a slightly more difficult time anticipating his attacks.

He uses:

- Vertical cuts
- Diagonal slashes

He'll mix up these two types of attacks, but either type can be dodged easily and followed up by a blinding counterattack or combo. He's not a very tough opponent and several combos are all it takes to whittle him down to size and then into total submission.

Let him live to earn valuable Respect Points.

When this boss is defeated, get into the elevator and activate the switch with a quick downward slip of the Nunchuk. As the elevator descends, reload and prepare for the next part of the level.

THE ESCAPE III

Ryuichi seems to have his own agenda....

Leave the elevator and head straight for the double doors ahead. Through the doorway is the parking lot you've been looking for. Watch the scene unravel here as Ryuichi shoves Miyu in a car and speeds off after firing a few shots at you.

GOAL: *Catch up with the cars.*

Follow the hash marks through the first garage level to reach the staircase.

After the scene ends, run through the double doors in the direction that the cars went. In the parking garage, the gate has already come down, preventing you from going that way. Follow the white hash marks across the lot to a door in the far wall. The door leads to a stairwell—the first of many you must pass through to reach the cars.

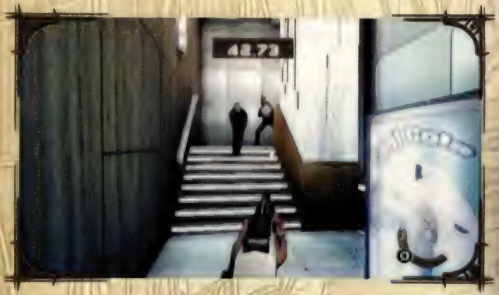
Your progress between levels is timed, so don't waste precious seconds exploring, just keep running and shooting as you work your way up!

Continue up the stairs and out the doorway into Parking Level 5. Just as you get out into the parking lot again you see the cars speeding away. They can still be caught though. You can't get out to where the cars are. Instead, you must move along the wall to another stairwell and keep moving up the levels.

GOAL: *The car with Miyu in it is no longer in sight. Catch up with the one with Sato.*

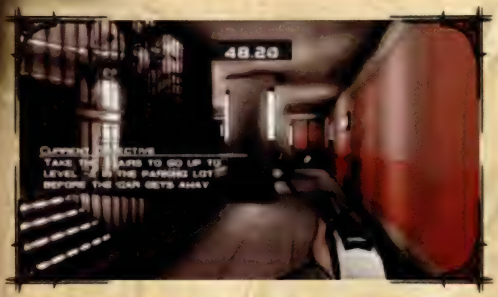
Watch for Yakuza using drink machines as cover in the stairwells.

As you get closer to the doorway into the next stairwell, a gangster bursts from it. Kill him quickly and head inside, but watch for another one just inside the doorway. He may be hiding behind the soda machines. Yet another thug is at the top of the second staircase on the right side.



Catch these two on the run before they can cause too much trouble.

Once you're out in Parking Level 4, you have to hustle to get to the far doorway in time. Again, Yakuza come out of the doorway and are rushing down the stairs to attack. You need to be precise with your aiming, and for the best results, the M4 Shotgun clears the way in front of you with less trouble than other weapons due to the spread of the buckshot. Reload when necessary and keep moving quickly up the stairs to Parking Level 3.



Look for Yakuza hiding behind the large parking garage pillars.

Out in the garage, you again see the cars racing past you in this direction now. Move fast along the wall toward the next door and eliminate the two Yakuza who run from the doorway to hide behind the pillar and the dolly. Run up the stairs to Parking Level 2 and out into the garage. You'll hear the cars nearby, but don't stop to watch. Go directly to the far door to get into the next stairwell and get up to the first level.

This gangster had a good chance at ambushing you.

Watch for a Yakuza who's hiding right behind the drink machine. Another thug is at the top of the stairs on the right-hand side. If you wait for a few seconds on the stairway, he'll pop out and make himself wide open for a shotgun blast. The last doorway at the top of the stairs opens out into Level 1. You need to reload your M4 fast because you're coming face-to-face with the speeding car now!

Use the M4 shotgun to fire on the speeding car.

When you spot the car racing toward you, aim the shotgun straight at it and right down the double white center line in the parking lot lane. It takes two shots with the M4 to cause the car to crash.

GOAL: *Defeat the driver.*

Boss Battle

Circle around the driver until you get an opening to attack.

This boss battle is much more dramatic than what you've seen so far. The music alone makes the atmosphere ominous. The driver is also much better with a blade than his other gangster brothers.

He uses:

- Diagonal Slashes (& in combos)
- Straight Thrusts
- Vertical Cuts
- Dodges

Boss Battle cont.

You have to mix up your dodging and parrying to counter the driver's variable attacks. Most of his attacks are diagonal slashes, but for good measure, he throws in the odd thrust or cut to confuse you. Watch for these and react accordingly—dodging is always a safe bet for evasion as long as you counterattack immediately after his attack. For every missing swing of his sword, you should be hitting him twice. This ensures a decisive victory. When he submits, you can wave off the final blow and tend to Sato to complete the level.

After this, maybe he'll stick to driving a taxi.

Sato has seen better days....

ANGEL'S HEAVEN

MASSAGE PARLOR I

Sato has a friend in L.A. and knows where to find him now. The two of you escape and make your way to Tony Tanaka's Store. Sato now knows that it was in fact Ryuichi who was responsible for the attacks, but Ryuichi's motivation remains a mystery.

You learn here that Sato is not only a businessman, but also the leader of a powerful Yakuza family called the Sato Gumi. Not only that, but Tony knows Ryuichi has a mistress in L.A., named Angel, who runs a massage parlor. You will be seeing her very soon.

Unfortunately you won't have time to stop for a massage.

GOAL: *Find Angel and make her talk.*

At Angel's Heaven, the receptionist makes a call to Angel and sets up a meeting, but it's really not on friendly terms. Even when she asks if you want a massage she's just stalling until Angel's guards arrive. Use the reception desk for cover and eliminate anyone who rushes through the main room. Also keep an eye on the hallway on the left side of the room, where some guards may appear and try to flank you.

You'll need to find the keycard first.

Follow the corridor at the back of the room to the reception area for the "Member's Only" part of the spa. Note the electronic locks beside the gate that you can't access at this point. Kill the one guard here and proceed down the adjacent hallway.

GOAL: *Find a way into the "Member's Only" spa area.*

Take out these guards with head shots before they spot you.

At the end of the hall are double doors that lead into the spa common room. The lower area has some flimsy cover in the form of thin partition walls, but don't trust them to stop too many bullets. Surprise the guards higher up on the level near the bar, but make sure they don't get around behind you by running down the stairs at the sides of the room.

Watch for shooters on the enclosed balcony above.

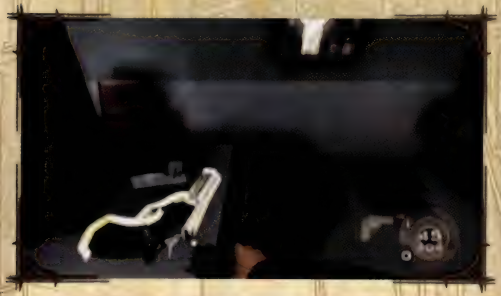
There is likely to be at least one guard behind the bar using it as cover. Use the weapon with the best zoom and take any guards out from a distance. Now look up. An enclosed balcony with many circular windows overlooks this courtyard of sorts. Keep an eye on these windows for shooters. One eventually shows up here and he can be hard to spot if you're not constantly looking for him.

Always check the behind the bar for any guards still standing.

Check behind the bar for any stragglers and watch the far doorway to track any guards who may rush through from a distant adjoining room. If they appear, they won't come through to the bar; instead, they'll go through a side room to get into the open courtyard you just came from. Track them all down and eliminate them.

Use the close-range Tanto attack against this guard if he's too close to shoot.

When this area is clear, move to the stairway in the adjoining room. It leads you up to the enclosed balcony that overlooks the courtyard. Another guard is waiting here for you. At the end of the balcony, go through the door and don't be surprised if there's a guard hiding behind the door when it opens. Kill him and continue down this hallway.



The keycard is on the wall rack behind the desk.

This hall leads to a security control room where you find a keycard on the wall rack. Take it, as well as the MP 412 Handgun, if you want to try out a powerful new revolver.

GOAL: *Now enter the "Members Only" spa area.*

Fight your way back downstairs to Angel's office.

Now you must backtrack all the way downstairs and to the entrance of the Members Only area. It's not a walk in the park, though. Angel's guards have caught up to you and populate all the areas you need to travel through to get to the gate. Once you're back downstairs in the courtyard, use the bar for cover from the guards out in the open, and then continue through the double doors at the far end of the room opposite the bar.

The keycard should open the door automatically when you stand close enough.

Back in the gate room, stand close to the gate switch. With the keycard in hand, the switch should automatically unlock. If it doesn't, try a quick motion with the Nunchuk downward to swipe the keycard. Remember that the action icon must be displayed while you do this; the icon tells you that you're close enough to interact with an object.

At least someone is getting to relax at a time like this....

Descend into the hot tub garden and across the yard, then go up the ramp to the far doorway above the tub. Go through the gates here and into the members building.

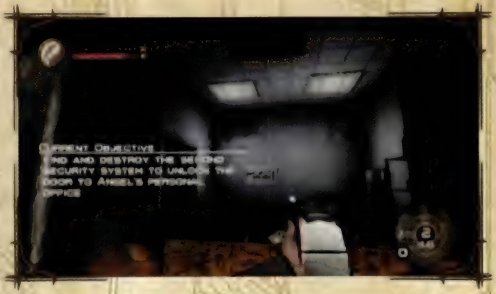
GOAL: *Destroy the two security systems to unlock the door to Angel's personal office.*

Follow the glowing wires to track down and destroy the two security systems.

Inside the members building, follow the short corridor around the corner and note the locked doorway at the top of a few stairs. This is the door to Angel's personal office and you will come back to it shortly—but first you must destroy two security systems on this level to override the controls.

Follow the glowing wires....

Go down the hallway to the double doors and move into the following corridor. Eliminate the few guards there and take note of the security system wires highlighted on the tops of the hallway walls. These lead to each of the systems so follow them if you get turned around and lose your way.



The security systems are located in rooms hidden behind glass.

The first room on the right is the Cleopatra Room. Open the door. Almost immediately, a guard starts shooting from behind the one-way glass of a secret room. Now it's not so much of a secret. Kill him and jump through the window. The first of the two security systems is on the back wall. Shoot it to complete the first part of your objective. Inside the room, more guards attack from the main part of the Cleopatra Room. Duck down and use the wall as cover if necessary.

Welcome to the Jungle Room

When the room is clear, go back out to the hallway and proceed across the hall into the Jungle Room. Kill the guard in the room with the woman, then continue into the adjacent Luxury Room and eliminate the guard there. In the third room, called Candy, is a large red neon sign on the wall. Shoot it and jump into the secret room to collect the ammo if you need it.

Grab the light flak jacket and destroy the second security system here.

Jump back out and move into the adjoining Disco Room. There, you see a similar large glass sign on the wall; it doesn't last long as the guard inside its secret room starts shooting at you immediately. Kill him quickly and jump into the room to grab the light flak jacket on the desk and destroy the second security system on the wall. Shoot the security system to destroy it and then backtrack to the doors of Angel's office.

MASSAGE PARLOR II

GOAL: *Find Angel to make her talk.*

She's far from an angel.

Meet Angel. She's quite aware of the trouble you've been causing and sends more guards after you. Kill the couple of guards that rush to the lower level of her office while she tries to escape on the top level.

Grab the flak jacket under the stairs.

Before going upstairs, check underneath the stairway to collect the light flak jacket and gain some armored protection (you may have to duck to get far enough under the stairs to collect it). Reload before you ascend the stairs and eliminate Angel's remaining guard on the top level. Go through the nearby doorway just in time to see Angel fleeing down the elevator. Kill the guard here and shoot through the glass elevator doors so you can jump down on top of the car.

Jump down through the hatch in the elevator.

Note the open hatch in the elevator that you can jump down through. When the doors open and you pass a checkpoint in the hallway, continue through the nearby doors. Straight ahead on a bench is another light flak jacket—grab it! This next section is very dangerous!

Grab the flak jacket from the bench here.

Always watch both doorways leading into and out of these rooms. They are all connected and enemies can easily run around and get behind you. The enemies here carry new guns, Type 12 assault rifles. Another light flak jacket is on one of the benches in the adjoining rooms. It can help protect you from the more powerful Yakuza guards here.

Here's another flak jacket in the middle sauna.

Find the double doors leading out of the stream and changing rooms. Three guards in suits appear right on the other side. Eliminate them quickly with either an M4 or a Type 12 for best results. Follow the hallway into the sauna rooms. There are three individual saunas along the left wall here; one or two may have guards hiding in them so be prepared for them to jump out at you. Collect the light flak jacket from the middle sauna and proceed out the far doorway that leads to the left. Suddenly you see Angel. It seems you've caught up to her, but don't get too excited.

This guy is very well hidden; be ready for him!

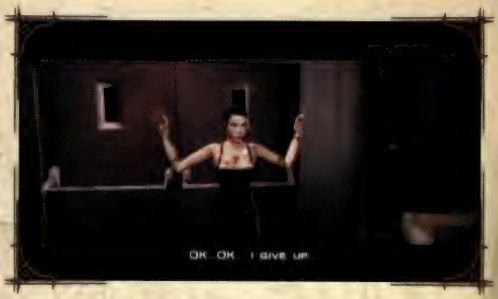
A guard is hiding behind the short end of a desk ahead on the left wall. Kill him and turn the corner into the bath and pool room. There are guards at the end of the room you're in, and also in the room beyond the waving curtains. Watch for more guards to run around and through the pools toward you. Use the short wall nearby for cover if required.

Watch through the curtains for guards storming the room.

Continue advancing through the pool room and collect any available ammo as you go. The door on the far wall leads to the right down a long hall and into a private bath chamber. Just as you enter the adjoining room, a short cutscene plays as a guard with a Type 12 assault rifle appears from behind an overturned table.

Fill this guy full of lead—it takes several solid shots to kill him.

This guy has a few other guards for support but it's his Type 12 that should be a cause for concern. Back up slightly out of this room so that you can use the walls as cover to reload or heal when necessary. This one guard is tough and it takes several shots to kill him, but he won't move from his cover. When he ducks down, just wait for him to stand back up and then let the shots ring out!



Don't fall for Angel's mediocre performance.

Behind where the guard was standing is a steel door. Proceed through the door and find Angel stuck in a hallway struggling to get out and away from you. Walk up to her and she starts her brief admission regarding Ryuichi before hitting a steam valve and temporarily blinding you.

Get up the stairs quickly to confront Angel outside.

When you can see again, you realize Angel has vanished and some gangsters are gunning for you with blazing Uzis. Kill them quickly and pursue Angel up the stairs and around the corner in the corridor. Finally, go out the steel door at the top of the stairs, and then out the second story door to get to the outside balcony.

There's no cover on the fire escape; shoot the gangsters quickly from up here or jump down and take cover in the alley.

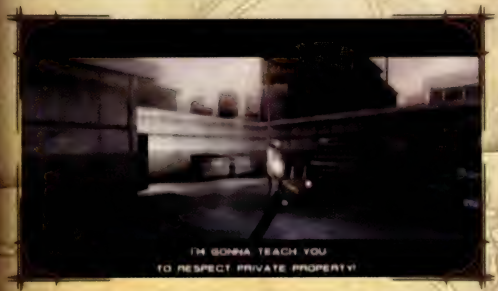
Out on the balcony you see Angel taking cover behind a car door while several gangsters open fire on you in an attempt to protect her. Use the zoom on your weapon to take them out as precisely as possible. There is no cover up here and you're totally exposed on this fire escape, but if you kill these punks quickly, you won't have to worry about scrambling for cover. Get down to street level if you need to find cover, or when the coast is clear.

Angel finally has nowhere left to go.

Approach Angel at the car and she tells you that Ryuichi is hiding in an auto body shop in South L.A. called Extreme Wheels. She gives you the car and the remote to open the gate at the shop.

EXTREME WHEELS

TUNER GARAGE 1



The action at Extreme Wheels starts immediately upon your arrival.

GOAL: Find Ryuichi.

Angel's information has panned out and Extreme Wheels looks like it could hold a lot of promise. Immediately upon arrival, you're greeted by one of the staff—and his baseball bat shows he means business.

This guy is looking to hit a home run and you're the ball!

This guy looks tough but a few well-executed combos put him down for good. Against you, he uses the following:

- Straight thrusts
- Jumping diagonal smashes
- Vertical strikes
- Wide horizontal swings

He can counterattack fairly quickly after a successful block, so don't spend time standing around in front of him. Stay mobile to have the small advantage of already being in motion when it's needed. When he attacks you with a red glow around his baseball bat, don't try to block him. Just dodge and it will be fine. Also, don't just attack him intermittently. Wait until you've dodged or destabilized him and only use counterattacks to make this an easy win. Let him live to earn the Respect Points and then head into the shop through the door he came out of.

Don't get up!

Follow the gray cement hallway into the main store area. Surprise the two punks sitting on the couches in the lounge—if you're quick, you can eliminate them even before they stand up.

Use an Uzi here for rapid-fire shooting.

As you turn around and head into the shop, watch out for the bullets that come through the cases of rims ahead of you. On the other side of the display cases are the service desk and a passage where all these punks are filing out from. Use the display cases for cover and keep the lead firing in their direction to kill them as they're grouped together. Don't let them jump over the desk and get out into the shop area, or you'll have a harder time tracking them down and dodging bullets from several directions.

This is a good place to trade up on guns if you need to.

Clear the area, collect the weapons and ammo from the service desk area, and continue into the corridor beyond. Find the shelves in the stairwell to collect more guns and ammo and explore the hallway to reach a checkpoint, but don't go out the door!

GOAL: *Find a way to get into the garage.*

Wait for it; wait for it!

Backtrack to the stairwell and head up the stairs. At the door at the top of the stairs, look out the window and wait for the patrolling guard to turn his back, then bust out and eliminate him quickly. Now back up through the doorway for cover and use zoom to shoot the two punks on the far balcony above the shop yard.

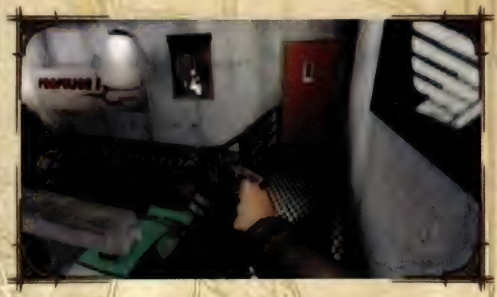
If enemies are standing near the cars in the yard, put a few rounds into the car to cause an explosion.

Shoot the yellow car below for a grand explosion!

Eliminate the guys shooting from the yard below. Use the steel plates of the balcony for limited cover and move around to the opening in the balcony railing. From there, you should be able to spot the guy underneath the platform shooting up at you. He's got a lot of cover down there but precise aiming with zoom does the trick.

The control box only needs to be switched once to turn the crane's arm.

Now jump down into the yard between the opposite building and the yellow car (which is now a charred husk if you blew it up earlier). There is a control box there. Once activated with a swing of the Nunchuk, it rotates the crane arm above to the opening in the balcony railing.



Shoot the guy in the window before trying to walk across the crane's arm.

A bit of backtracking is needed now: Go through the door back into the stairwell. Collect any remaining ammo or guns if you need to and go back up the stairs to the balcony overlooking the shop yard. When you're back outside, more punks jump out the window of the far building and begin shooting. Take them out fast and move to the far end of the balcony to the opening in the railing. As you approach the far end of the balcony, watch for a shooter to appear in the window near the red door.

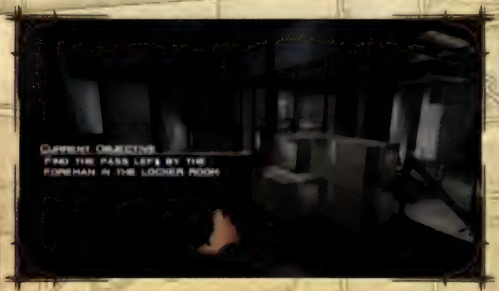
Walk across the crane's arm very slowly to do this in one try.

When the area is clear, walk across the crane arm to the far building's balcony and then jump through the window. At the end of the hallway, go through the blue-gray door on the right and collect the ammo, guns (you can get a Type 12 assault rifle here), and the light flak jacket on the chair. Now head back out into the hall and go through the red door. The next corridor leads to the end of the first section of this level.

TUNER GARAGE II

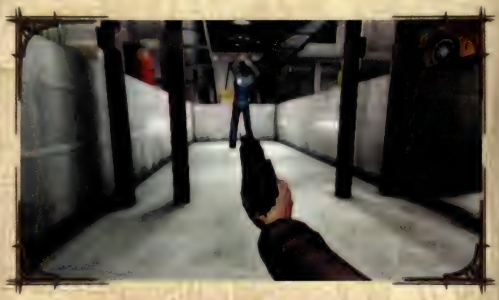
GOAL: *Find the warehouse and free Miyu.*

The red door at the end of the hall leads into the first part of the Warehouse. Listen to the foreman as he talks to a staff member about needing his keycard back from the locker room in order to get into the inner Warehouse—this is what you're looking for.



Don't fire on the explosive barrels in this room until you get the keycard!

Check out this small room and note the explosive barrels here; bullets can set these off and you don't want to be inside or nearby when they explode. Remember this, as you'll use them against the shop staff soon enough.

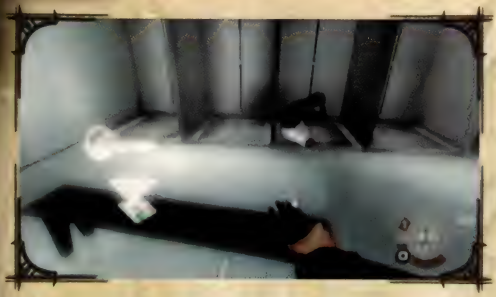


All he wanted was an oil change....

Walk down the stairs on the left to the main shop floor and drop down into the mechanics' pit to sneak up on the staff. Shoot the far mechanic in the second pit first and then turn to face the second mechanic in the pit and any staff shooting from the main shop floor. Note the explosive barrels around on the main floor as well; don't shot them unless someone is standing near them. If that happens, it makes your fight that much easier.

Save some of the explosive materials for later in the level.

Many other staff members flood the main shop floor as you climb out of the pit. Use the explosive barrels against them or save them for later when you'll pass through this area again. Go up the stairs of the nearby balcony and into the adjoining hallway; this leads you into the locker room.



The keycard is on the bench in the locker room.

Find and grab the keycard on the locker room bench and then backtrack out onto the main shop floor. Now, as you come back out onto the balcony overlooking the main floor, a group of staff members race out from a doorway on the shop's far side. Most of them run up into the room you came from initially. If you left the explosive barrels in the shop intact, now is the time to blow them up with some well-placed shots.

This is why you saved some of the explosive barrels!

Cause a massive explosion in the room across the shop and kill the majority of the remaining shop staff in one go. There may be a straggler or two out on the open floor that you'll have to take care of individually.

Watch out for this guy trying to sneak up on you in the office.

Now move across the shop to the winding storage corridor that leads into another section of the tuning garage. Hang a right immediately to ascend the stairs and go into the office at the top. From the office, you have a clear shot into the shop below through the two windows. Be very cautious of someone sneaking up behind you into the office. If he's got a shotgun, he could make quick work of you. Most of the staff are down and to the right of the office windows. Use your zoom to kill the shooter beneath the stairway, but—and this is very important—don't blow up the barrels or the stairway will be destroyed!

The car must be up and the truck must be down to use them to climb up to the second level if the stairs are blown up.

If you happen to misfire and blow up the barrels and the staircase, then go down to the shop floor and eliminate any remaining staff members. Note that you can shoot through and destroy the signs on the upper railing in case people are attempting to duck down and hide behind them. Hit the left switch on the left car lift to raise it, and the right switch to lower the right truck, and then use them as steps to jump up to the adjacent balcony.

Grab the light flak jacket from the chair in the office before you leave.

Collect the ammo and flak jacket from the chair in the adjoining office and swipe the keycard in the lock on the red door. Continue down the stairway to cue the next section of the level.

TUNER GARAGE III

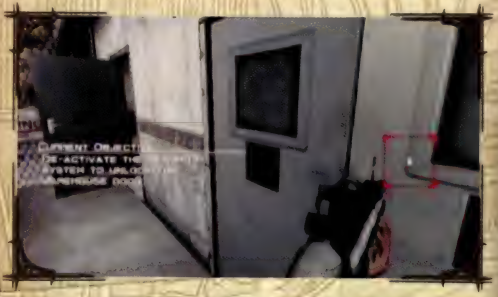
Stay inside the office for cover while eliminating all resistance outside.

GOAL: *Find the warehouse and free Miyu.*

Walk down the two flights of stairs and through the door at the bottom of the stairwell. Inside the office, check through the windows to spot unsuspecting staff and shoot them from relative safety here. Outside in the shop yard are explosive barrels and forklifts that will also cause large explosions when shot several times—use these features sparingly so you'll have some to use later.

Use the SCAR machine gun throughout this level for the abundant ammunition.

Staff may try to get into the office via the second door, so keep checking over your shoulder to assess whether you need to change locations. In the back part of the office near the second door you find a light flak jacket and tons of ammo for the SCAR machine gun, which you should be using throughout this level unless you're too excited to put down the M12, which is one of the best guns in the game.



Remember where this door is; you'll be back here soon.

Clear the yard and inspect the locked Warehouse door; you must deactivate a security system before you can backtrack to this location. Once you go past this point, keep a good mental image of where you need to come back to.

Here is more ammo if you need it, and a light flak jacket is in the corner of the room.

GOAL: *Deactivate the security system to unlock the warehouse door.*

Search the room next to the locked Warehouse door and find another light flak jacket and additional ammo for the SCAR. Now go back out into the yard and find the door directly across from the locked Warehouse door. The following gray hallway leads into the painting chambers.

The switch to start the automated track is on the right wall near the truck.

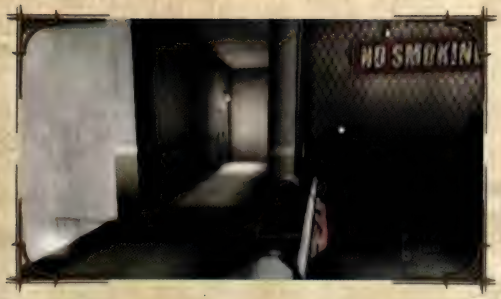
Activate the switch on the right wall, then jump into the back of the truck, collect the SCAR ammo if you need it, and duck down for cover. As the painting bay doors open, the truck begins to move along the automated track.

Watch all the side windows for shooters.

Glass windows look out on either side of the automated track and in them, you can see staff members. They take pot shots at you as the truck continues along the track. Systematically turn from side to side and clear out any enemies appearing in the windows until the truck comes to a full stop at the end of the track at bay 4.

There is a mechanic with a SCAR gun shooting from the pit ahead.

Jump out of the back of the truck and kill any staff members that appear ahead of the truck; including the mechanic shooting at you from the low mechanic's pit far ahead, and the guy shooting from the supervisor's office two stories above the main shop floor.



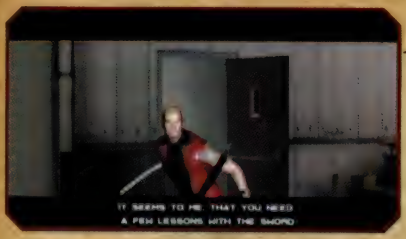
Look for the doorway between the wall and the chain- link fence.

Look for the large No Smoking sign on the wall behind the chain-link fence. To the left of that sign is a narrow passage leading to the stairwell. Go through the door, grab the light flak jacket underneath the stairs, and head upstairs to the supervisor's office.

Flip the switch to deactivate the security system for the Warehouse.

Collect the Uzi or SCAR ammo and flip the control switch on the desk to deactivate the security system on the Warehouse door. Now you can backtrack. Go down the stairs to return to the main shop floor and face the first of the enemies barring your exit.

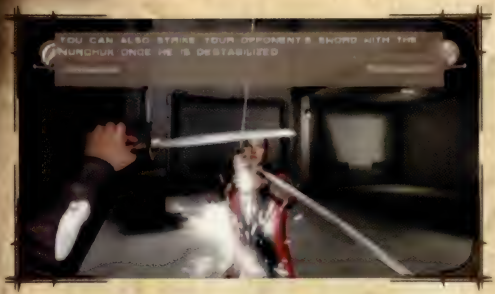
Sword Integrity Tutorial



It's time for some advanced sword-fighting lessons.

This is another sword-fight tutorial. This time you learn about sword integrity. When your opponent attacks, dodge to the side and immediately counterattack with a left or right swing of the Nunchuk—this is different than a regular sword attack with the Wii Remote! Striking this way affects the Sword Integrity meter located underneath your Health meter on the display. You can win a sword fight either by reducing your opponent's health to zero or by destroying their sword with these defensive counterattacks.

You can also execute these special attacks when you've successfully parried his attack and he's off balance. At that time, execute the same left or right movement with the Nunchuk, rather than a regular sword strike with the Wii Remote. Using these techniques to destroy your opponent's sword is also an effective way to force him to submit and earn valuable Respect Points that go toward unlocking combos and special skills.



Breaking an opponent's sword is a secondary way to win these types of battles.

When he is defeated, go through the now-open door next to the closed paint-bay door. Follow the long hallway past the bays and out the exit into the shop yard. Between you and the entrance to the Warehouse is a very large man with a steel pipe who seems intent on beating you to a pulp.

Boss Battle

He doesn't like it when you call him Tiny...

This intimidating boss is incredibly strong and his attacks pack quite a punch. His blocking skill is moderate but he relies on strength to get his point across. He attacks you with the following:

- Wide one-handed haymaker swings
- Two-handed homerun slams
- One-handed uppercut strikes
- Jumping diagonal downward slams

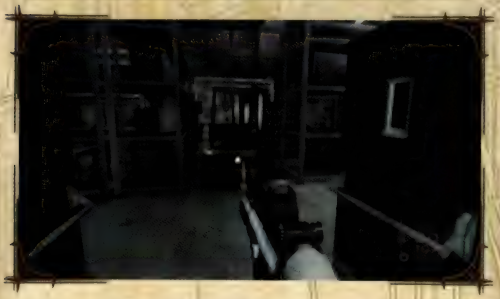
Dodge around his incredibly powerful jumping attacks.

Sometimes your enemy is surprisingly nimble and dodges a few attacks, but usually he tries to block regular attacks. Wait and wait and wait until he commits to his large, wide and slow swings, then immediately dodge and counterattack to catch him off guard with a powerful combo or quick series of horizontal slashes.

These double doors leading to the Warehouse should now be open.

After you make the big guy submit, continue to the Warehouse through the double doors from the shop yard. The short corridor here leads to the end of this section.

TUNER GARAGE IV



You can blow up this forklift, but you can't get past it.

GOAL: *Meet up with Miyu in the supervisor's office.*

Inside the Warehouse corridor, you find a set of orange double doors—reload and prepare for battle. Inside the Warehouse, note the tall stacks of shelves with an assortment of crates. This is a maze of shelves that you must navigate to get to the other side of the room. So go slow and pay attention to the direction you're heading in at all times.

Collect the light flak jacket on the floor before proceeding.

The passage on the immediate left of the entrance leads to some M4 Shotgun ammo and a light flak jacket. Return to the entrance after collecting them and then return to the passage that leads to the right, past the forklift blocking the center passage.

Shoot apart the flimsy-looking boxes to open up a way through.

Look for the pile of flimsy-looking boxes in the right passageway and shoot them to clear a way through. When you reach the more open area of the Warehouse, start shooting at the numerous enemies through the shelves where you see them. Near the second forklift is a crate of SCAR ammo, on the second shelf from the floor.

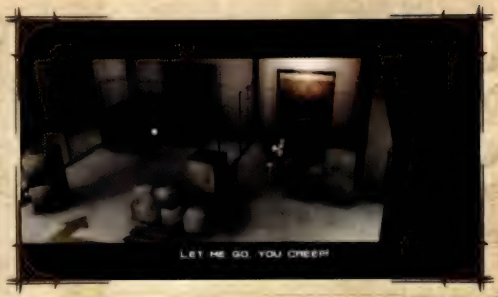
You can squeeze past this loaded dolly on the left side.

Look for the dolly packed with boxes; you can just squeeze past it into the next area of the Warehouse. You should be walking toward a bright light and the far staircase leading up to the catwalk.

Ryuichi always seems to have a backup plan.

GOAL: *Stop Ryuichi and rescue Miyu.*

At the top of the stairs, you see Ryuichi and Miyu in the supervisor's office. You must cross the long catwalk while dodging gunfire to get all the way to the office. Get inside the office and find the hallway in the back that leads to the service elevator. Collect the SCAR ammo in the corner just inside the doorway. You're just in time to see Miyu being taken by Ryuichi down the elevator.



Ryuichi takes Miyu into one of the cargo trucks; you need to get into the middle of the three trucks before the time runs out.

Go through the door with the green exit sign over it. It's across from the service elevator. Follow the corridor onto a catwalk above the Warehouse floor. Ryuichi and Miyu appear again; Ryuichi takes Miyu into one of the cargo trucks and escapes.

GOAL: *Get in one of the trucks before the time runs out.*

Now a timer starts. You have 140 seconds to get down to the ground floor, beat the boss, and jump in the back of the truck. Run down the catwalk toward the stairs and quickly kill anyone who gets in your way. As soon as you reach the bottom of the stairs, you meet the next boss.

Boss Battle

This boss doesn't dodge as much as he blocks; use mostly counterattacks against him.

You should have about 115 seconds to beat this boss by the time you get down to the ground level.

- Diagonal slashes
- Vertical strikes
- Straight thrusts

Another Yakuza is humbled by your sword.

This battle is quite straightforward. You have a time constraint to contend with, so make short work of the boss; he isn't that challenging. He has a basic repertoire of techniques and isn't all too skilled on the defensive side. His blocking and dodging skills are very limited.

Use basic combos as counterattacks after dodging and he'll be submitting to you in no time.

Get into the middle cargo truck and prepare to be shipped to the airport.

Time is still counting down as you subdue this boss. Turn around to spot the middle cargo door on the Warehouse wall. The door may be coming down by now, but you need to get inside the truck quickly to complete the level! When the door goes down you're off to the airport!

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THE AERODROME

AERODROME 1

GOAL: Find Hangar 7 and save Miyu.

Shoot the forklift to start this mission off with a bang!

The cargo truck driver has no idea you're stowed away in the back as you make your way to the Aerodrome. Even the longshoremen unloading the trucks standing around gossiping are clueless and are going to have a rude awakening as you burst from the back of the cargo truck. As soon as you get a clear shot, wait until the longshoremen are gathered around the forklift, and blow it up with a few shots, killing two birds with one stone.

Another forklift means more explosive effects!

If any baddies are left outside, eliminate them and jump out of the truck. Run between the trucks on the far right and the wall, then duck under the truck's open cargo door for cover. Locate the guy on the forklift to the left behind a crate and blow him up to save on ammo.

The top of the first conveyor belt makes a great sniping position.

Look for the conveyor belt that you can jump onto and ride around through the wall and into a second section of the Aerodrome. As you come out of the "tunnel" in the wall, spot and shoot the two longshoremen working ahead of you on the main floor. Ride this belt all the way to the top so you can get a bird's-eye view of the entire main floor and eliminate any resistance you see before continuing through the complex.

Hit the switch to start up the conveyor belt below the office.

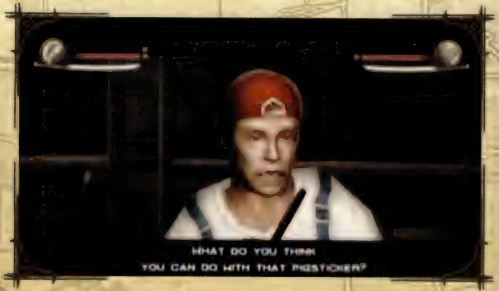
Now move to the room's opposite end, and walk under the next conveyor belt adjacent to the stairway. Head up the stairs to the office, and collect the ammo (if needed) and the light flak jacket on the desk, then activate the switch on the wall to the right of the desk. This switch turns on the conveyor belt that leads into the next area: Look through the window ahead and you can see the belt below now moving. That's where you are heading next.

Watch for the security guards to attack on your way down from the office.

As you walk down the stairway to the main floor, several security guards attack. Back up the stairs a bit to maintain a height advantage. If you're still using a SCAR, this is a great advantage compared to their handguns or Uzis. Continue on to the next conveyor belt and jump on for a ride around to the next area.

The conveyor belt takes you right into your next sword fight.

Duck down and use one of the crates on the belt as cover. Jump off and surprise the worker in the adjacent room to initiate a sword fight.



He wants to know what you can do with that pigsticker—give him a good lesson.

This worker is definitely not trained in any sort of elite fighting with his baseball bat. He uses these basic moves against you:

- Straight thrusts
- 360-degree spinning swings
- Vertical strikes

His attacks are fairly easy to parry.

This should be a quick and easy battle. Dodge around his wide or vertical swings and immediately counterattack. It only takes a few combos to finish him off or subdue him.

Go through the double doors in this area into the adjoining hallway. This leads you into another large area filled with cargo, storage racks, and forklifts to cause massive explosions.

Take out the security guards and work your way to the far wall near the elevator. Flip the switch on the right side and jump in. Hit the switch at the back wall of the elevator and ride it up to a catwalk high above the main floor.

It's a katana, not a pigsticker!

Walk along the catwalk and go through the doorway to follow a bleak-looking corridor that ends at a door. This ends this section of the level.

AERODROME II

GOAL: Find Hangar 7 and save Miyu.

The Sniper Rifle's powerful zoom allows you to reach out and touch people from a long distance.

Walk through the door ahead and go out onto the catwalk above the Aerodrome works yard. Grab the Sniper Rifle leaning against the railing and spend some quality time playing with the zoom. It's finicky at high resolution because the zoom is so powerful, but when you're quick with it, there is almost no stopping you. This is one gun for which you really want to conserve ammunition as it's rare to find ammo just laying around, much like ammo for the SCAR.

This high perch allows you to clear out the entire hangar without too much trouble.

Continue along the catwalk and through the far door. The dark hallway beyond leads onto another catwalk above the hangar. Duck down in the doorway and spot the two Yakuza talking below near the large plane. Take them out quickly using your high-powered zoom, then watch for any additional enemies that may approach the nearby forklift. One shot from a Sniper Rifle blows up a forklift, so it's easy to time this special attack well.

Conserve the valuable sniper ammo by making the most accurate and damaging shots on your enemies: head shots.

The many enemies down below are perfect targets to practice your sniper skills on, but when the coast is clear, continue down the catwalk toward the office across the room. You can see Miyu in the window, but she won't be there for long.

Keep one eye out for a Yakuza with an M4 Shotgun trying to get the jump on you here.

Continue to the lower landing of the catwalk above the stairs. Watch for a Yakuza that rushes you with a shotgun, it's a good idea to switch to a semi-auto or fully automatic weapon until he's taken care of.

An enemy sniper waits at the far end of the hangar, but he's got his sights on you!

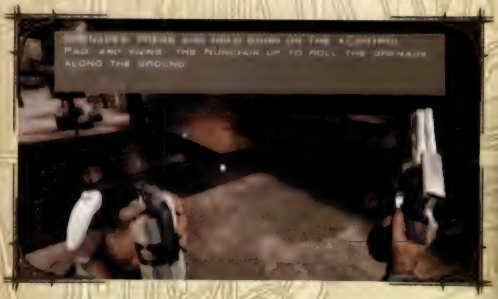
When you approach the stairs, a new gang of Yakuza appear beyond the plane on the main floor. Use the Sniper Rifle's incredible zoom to bring them within easy striking distance. Eliminate any resistance before descending the stairs to Miyu. If you're taking damage, back up and duck down on the platform; even their snipers shouldn't be able to see you from where they are.

Miyu is trapped in this room and Ryuichi's planning to ship her to Tokyo.

Get down to the room where Miyu is being held. But the way is blocked and she tells you through the window that Ryuichi is shipping her to Tokyo. His gang wants to get their hands on Sato's sword, the Katana Giri. This can't be allowed to happen. Miyu gives you the keys and tells you that you may be able to reach each other. Just then, a Yakuza busts through the door. Shoot him through the window and protect Miyu.

With all the SCAR guns lying around in here, how can you not take them?

Take the keycard and use it on the locked door to the side of this room. Through the door you find a catwalk with a ladder leading down one floor. On the rack on the ground floor, you find a whole lot of SCAR guns. Now is the time to grab one and upgrade if you're packing anything less powerful than an M4 Shotgun as a secondary weapon.



A well-aimed grenade clears out the entrance to the access tunnel below ground.

Go through the opposite door on the ground level and shoot the guard packing grenades. Collect all the grenades in the crate and take a moment to practice throwing a couple. To the left of the entrance is a metal grate in the ground leading to a muggy access tunnel. Two Yakuza guard this passage. Lob a few grenades down into the hole to clear it out. If you have trouble getting them in the right spot, try rebounding them off the wall farther into the access tunnel below you. When the tunnel entrance is clear, jump down and begin your trek through the underground.

The steam in the access tunnels may interfere with your vision, but make no mistake: This place is crawling with Yakuza.

Proceed through the tunnel, killing any resistance that jumps out in front of you. This long tunnel eventually ends up beneath the metal grate floor of Hangar 7 where you see Ryuichi leading Miyu onto a plane.

GOAL: *Try to reach the plane to free Miyu.*

Trapped like a rat!

Suddenly a sword-wielding Yakuza attacks you through the steam in this chamber. He's trying to slow you down so you can't reach the plane in time. Get past him by being ready for these techniques that he uses against you:

- Diagonal slashes
- Straight thrusts
- Vertical downward strikes
- Basic slashing combos

This is a straightforward sword fight against a largely untrained enemy. Use the regular dodge-and-counterattack sequence to subdue him.

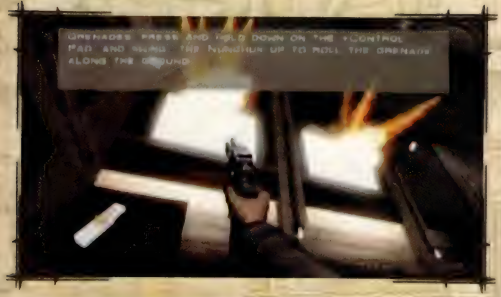
When this Yakuza is kneeling in respect to your superior skills, run through the passage behind him and along the corridor to where it forks. Enemies wait on both sides of the short break in the passage, so always watch both entrances to make sure you're not flanked. The left fork of the corridor contains a crate of grenades: Stock up before you proceed into the next area.

Grab the light flak jacket from the desk in the side corridor.

Keep following the corridor, but beware the ceiling sections of metal grating where some Yakuza overhead may rain potshots down on you. Watch for another fork in the corridor, take the right passage and find the light flak jacket on the desk. Return to the main corridor and continue advancing until you finally arrive at a gray door that ends this section.

AERODROME III

GOAL: *Try to reach the plane to free Miyu.*



Practice tossing grenades into these windows; it's the best way to kill the two snipers up there.

Follow this next section of access tunnel until it ends at the ladder. Climb up and immediately run forward to escape sniper fire from the above mezzanine rooms. A sniper is above, but some crafty shooting or precise grenade tosses can take him out. The grenades offer a much more entertaining finale for these two snipers, blowing them right out the windows down onto the main floor. If you're out of grenades, a crate of them sits straight ahead as you run from the ladder toward the area underneath the mezzanine.

Use the crates at this end of the hanger for cover against the Yakuza attacking from the other side of the planes.

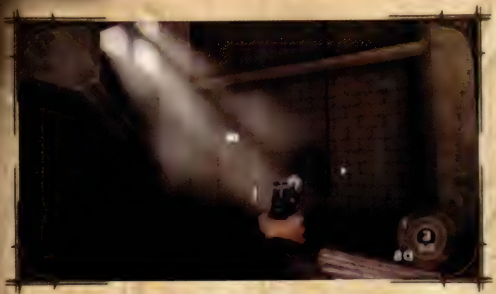
As you proceed underneath the mezzanine, a group of Yakuza enter the hangar from the far end. Use the Sniper Rifle or your strongest zoom to take them out from your excellent cover at this end of the hangar.

Shoot the planes to cause a spectacularly destructive explosion!

If anyone is near the planes, you can blow them up with a few well-placed shots as you have done previously with barrels, cars, and forklifts. When the opposite end of the hangar is cleared of opposition, you can turn your attention to the last remaining sniper in the mezzanine directly above you.

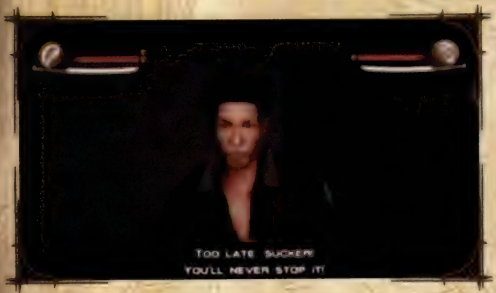
Like a clown shot from a cannon…

Be very careful as you walk farther out looking for a clean shot at the sniper above. He's got you pinned down and has some amazing cover where he is. You either have to be an excellent marksman to take him out from below, or dodge a couple of bullets long enough to lob a grenade into his hideout and blow him out of that room like a clown out of a cannon.



The exit is on the far wall opposite the snipers' mezzanine.

When the hangar is cleared out, exit through the door in the far wall. It leads you through a short service corridor and outside the hangar into the waiting reach of another sword-wielding Yakuza.



Another sword-bearing Yakuza tries to stop you from reaching the plane.

This Yakuza has a straightforward fighting style with few power techniques. Dodge around these attacks that he uses against you:

- Straight thrusts
- Vertical strikes
- Diagonal slashes
- Basic thrust combo

Dodge his regular attacks and immediately follow with a counterstrike.

Your opponent is quick on his feet and has a nimble sidestep dodge if you're too slow in executing your attacks. Parry his attacks. They don't do too much damage to your blade. But you can also just as easily dodge and counterattack with combos to whittle him down to size until he's begging for mercy.

Stay clear of the tanker truck; it only takes a few shots for the enemy to explode it as you pass by.

Look up between the two nearby buildings; a balcony on the third floor hosts two Yakuza who start firing at you. Run quickly below the stairs and take cover if you can't eliminate them from a distance. But don't stand near the tanker truck when they blow it up with repeated gunshots or you'll end up dead or severely wounded!

Grab the Sniper Rifle leaning against the railing: It's essential for getting through this mission.

Get up to the top of the stairs and through the door. Follow the corridor through another doorway that leads onto a mezzanine balcony above a hangar.

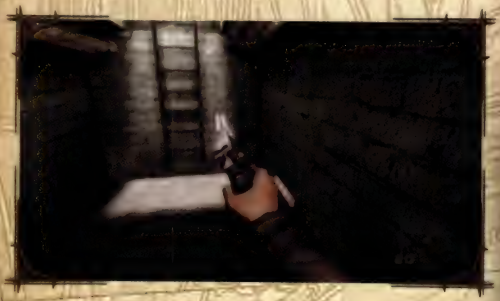
GOAL: *Try to reach the plane before it takes off.*

Watch for enemy snipers on the far balcony across the hangar.

Just as Miyu's plane is leaving, you've got to contend with several shooters, including a sniper on the far balcony and one on the main floor of the hangar. Knock over a table and take cover behind it, then shoot the snipers. Alternatively, you can use the doorway as cover and duck in and out whenever you need to heal or reload. Another Sniper Rifle leans against the far railing here, if you need it or more ammo for the rifle you're already using.

More Yakuza are running around on the ground floor. Take them down by blowing up the forklifts.

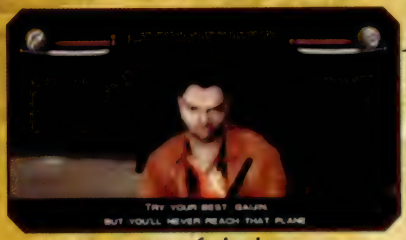
When the high balcony across the hangar is clear, focus next on securing the main floor. More shooters are hiding behind the forklifts and crates below. Make sure you've cleared the hangar before you descend the stairs to the door at the bottom. Through the door is a small office that leads into a stairwell. Go downstairs, through the door, and into the dark service hallway.



This ladder pops you up right underneath Ryuichi's plane.

Follow the dark corridor until it ends at a ladder leading up to a service shaft right underneath the plane! Ryuichi notices you pop up and sends one of his henchmen to do his dirty work!

Boss Battle



Prepare for battle!

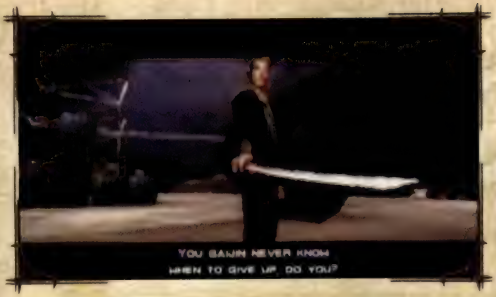
This Yakuza is the hardest boss you've faced thus far in the game. He's no pushover, and he boasts a full complement of power sword techniques and defensive mobility. Against you, he brings out some new moves:

- Diagonal slashes
- Upwards diagonal uppercuts
- Strong downward strikes
- Cloudsword (overhead) swinging attack

If he's on a roll with his blocking, it's better to step away and circle him for a few moments until another opening presents itself.

This opponent has a quick side step and can also dodge by shuffling face on, which makes him fairly evasive if you're too slow.

You must not block any of his techniques that exhibit a reddish tracer behind the blade as it sings through the air. This is a power attack that could destroy your own sword. Dodge to the outside of his power attacks and immediately counterattack to take advantage of his body's full commitment to the technique.



Ryuichi decides to let you live, for now.

When this Yakuza submits, move toward the plane and Ryuichi steps up to raise the bar on your sword fighting experience. He leaves you lying in a pool of your own blood and puts you down with a spinning hook kick to the face—thus ending your visit to the Aerodrome.

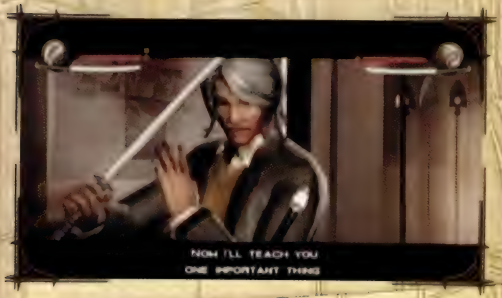
INTERLUDE

TRAVEL PREPARATIONS

Upon your return to Tony Tanaka's, you tell them about what's happened and Tony thinks you should talk to Sato immediately. During the discussion, Sato tells Tony that he wants you to take his most valuable blade, the Katana Giri, which is the symbol of his clan, and protect it with your life.

Tony tells you to take the small blade—the Tanto—and then the sword from the suit of armor's hand. Tony has been hiding the katana here during Sato's visit. Sato's enemies are now your enemies and you must quickly learn to master the blade, as it is now your most powerful weapon.

GOAL: *Join Tony in the basement to learn Musashi's "Hammer" special move.*



Tony takes it upon himself to teach you the secret technique.

In the basement, you begin your training with the Katana Giri with Tony's guidance. The legendary move with two blades comes into play later on when you must prove that you were given the blade by Sato himself. You must strike at Tony three times with the Hammer technique for him to admit that Sato was not mistaken in trusting in you.

At the end of the lesson, Sato joins you both and collapses on the ground. His wounds are grave and he tells Tony that you must take the blade to Tokyo to their friend Otori, who will help you find Miyu. With that, Sato dies from his wounds. You are Miyu's last hope.

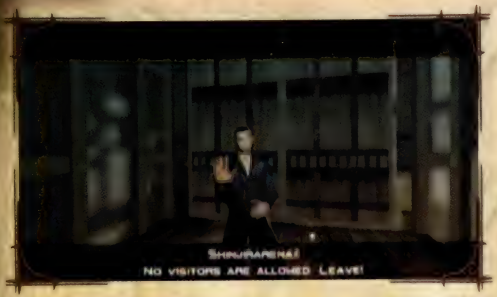
WELCOME TO TOKYO

Otori used to be a member of the Sato Gumi a very long time ago. These days, he is a stern teacher of the ancient art of the sword. Tony thinks Otori could be a faithful ally to you in your search for Miyu if you manage to gain his trust.

GOAL: *Meet Otori.*

Otori's Dojo is surrounded by a magnificent walled garden.

Welcome to Tokyo. You're in the outer garden of Master Otori's Dojo. Explore the garden path and proceed toward the Dojo and speak to the guard.



This guard won't let you pass until you show him the Katana Giri.

The guard doesn't seem to be willing to allow visitors; however, after he sees the Katana Giri, he lets you enter. The guard also mentions that you may find Otori Sensei in the central dojo. Go through the double doors and enter the central dojo to find Otori kneeling on the floor at the head of the dojo floor.

GOAL: *Take the Bokken.*

Take the Bokken from the rack on the table.

Otori doesn't let civilized greetings pepper his conversation, but rather commands you to pick up a Bokken, or wooden sword. Look for the sword rack on the floor ahead and to the right and collect the sword.

GOAL: *Win the fight by using the move taught by Tony.*

This female student seems eager to participate in your training.

A female student stands to challenge you. The fight begins in the middle of the Dojo with Otari Sensei looking on. This girl is nearly a master with a sword as well, so don't regard her too lightly.

Musashi's Hammer is an esoteric two-sword strike.

Remember the move that Tony taught you in the basement when you first picked up the Katana Giri—Musashi's Hammer? You must use this move against the girl (and hit her with it successfully) three times to win the fight. Then you can approach Otari Sensei to conclude the lesson.

Otari Sensei acknowledges that you have been taught the Sato's thrust and that you may not be a complete and total waste of his time. Otari seems to want to be left out of your plight, but he has made promises to both Sato and the Katana Giri and he will make good on them.

Otari Sensei accepts you as a student of his dojo, and tells you that you can return when you need to train or recover from your mission.

He tells you that he doesn't know this Ryuichi, but you should go to meet Harry Tanner, an American who owns a club frequented by Yakuza. You'll probably find some leads there.

MEET THE YAKUZA

GOAL: *Meet Harry.*

It looks like the doorman is having a really bad day.

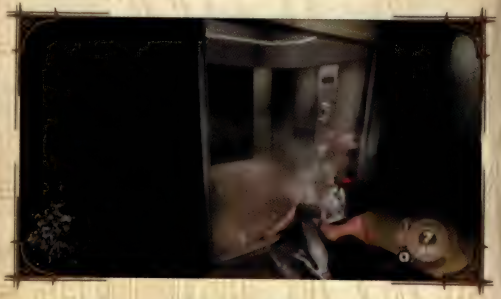
You take a taxi to Harry's bar. Inside, you must follow the hallway to find the dead doorman slumped against the wall. Pick up the .45 Caliber on the floor and proceed through the door into the bar.

GOAL: *Save the bartender.*

Shoot the Yakuza harassing Bill the bartender from the doorway.

The bartender is being harassed by a Yakuza thug near the bar. Kill the gangster and talk to the bartender to find out that more gangsters in the club are shaking down his boss, Harry, for protection money.

GOAL: *Take the elevator to go to Harry's office.*



Kill the two Yakuza hiding in the elevator.

Turn left at the bar to find the corridor leading to the elevator. Kill any Yakuza that may be hiding in the elevator to prevent you from going up. Press the button on the wall inside; it takes you up to the level where you find Harry's office.

A couple of Yakuza are milling about in the tatami lounge. Eliminate them.

Follow the art-filled corridor to a lounge area where you find more gangsters patrolling around a central, enclosed tatami room. On the far wall opposite the entrance is the doorway leading to the office. There you find Harry at the mercy of a tough-looking Yakuza.

Boss Battle

This guy looks like he knows how to swing steel.

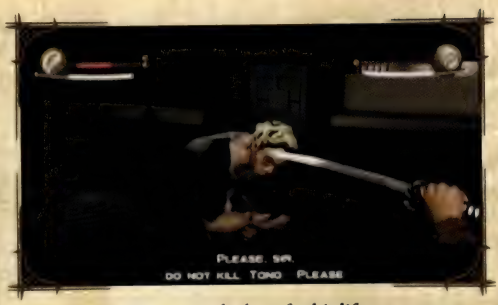
This burly Yakuza begins the fight on a powerful note, executing his best moves right away: a jumping downward slash, and a spinning overhead side slash more commonly known as a Cloudsword technique. This guy's endurance is not great, however, so if you can outlast him, he eventually runs out of steam and slows down. He uses these techniques against you:

- Jumping downward slash
- Cloudsword (overhead) side swing
- Diagonal slashes
- Straight thrusts

Most of your opponent's attacks are power moves that he uses early on in the fight. Dodge them and quickly counterattack.

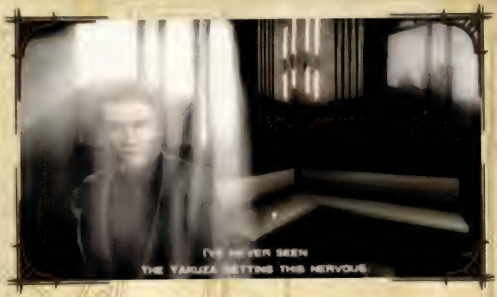
Dodge to the side of his two power techniques and let him fully commit to his direction of travel before capitalizing on his momentum with a strong counterattack of your own.

Watch for him to slow down during the fight; he then begins using his less-powerful techniques such as straight thrusts and diagonal slashes that are easily parried or dodged.



Sure, now he begs for his life.

When this Yakuza is subdued, talk to Harry to learn that the Yakuza are getting nervous. He thinks it's linked to Sato's disappearance and that the entire underworld organization is turning into a giant mess.

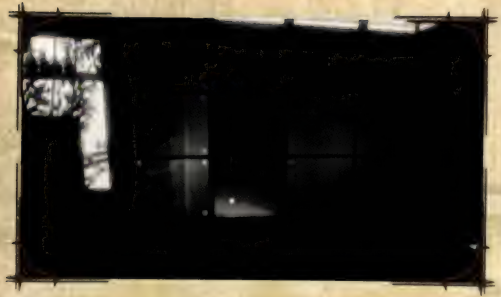


Harry seems to know a bit about what's going on.

Harry thinks Ryuichi has been cutting his own deals behind Sato's back for a long time. He'll try to dig up some information while you explore and enjoy his club.

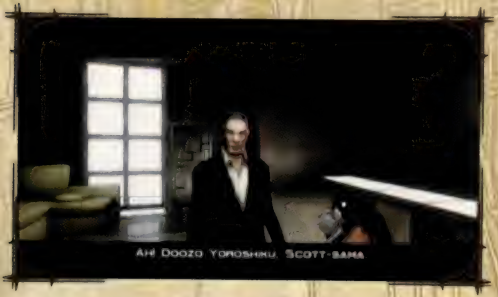
GOAL: *Go to the basement to try out Harry's private training room.*

GOAL: *Go back to the bar and ask the barman about the training room.*



The door to the Entertainment Room is on the wall on the right side of the bar.

Harry makes a quick call and then sends you downstairs. Head back through the tatami lounge to the elevator and go downstairs. Back in the bar, talk to the bartender, who opens up a door beside the bar for you to enter the private area.



Meet Kajima, Harry's chief of staff.

Go down the stairs and through the double doors and meet Harry's friend Kajima in the shooting range. Talk to Kajima briefly to learn about this place. Then he's got a little test for you.

GOAL: Pass Kajima's test.

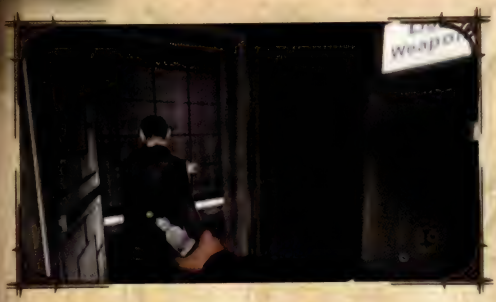
You must shoot 15 targets in under 30 seconds.

Kajima's test involves hitting all of the set targets within 30 seconds. The first nine pop up from left to right, and the pattern goes front row, back row, middle row.

After hitting 10 targets, the challenge becomes more difficult when they start moving.

From there it gets more difficult, with random targets popping up and several moving along automated tracks in the background. It should be 12 shots and 12 successful hits on target and then reload for the next wave. When you hit 15 targets you complete the test.

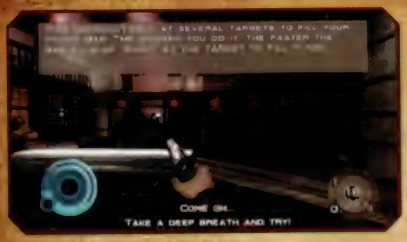
GOAL: Follow Kajima.



After passing the first test, Kajima decides to show you something more challenging and useful.

Follow Kajima through the door, down the hall, and into an amazing indoor target town. Kajima starts explaining an ancient skill that Ninja used to freeze time—not literally—but essentially it was their ability to concentrate deeply and think and act much more clearly and precisely. This is what Kajima is going to teach you now.

Focus Time Mode Tutorial



Quickly fire several shots at a target to fill up your focus meter.

Fire consecutively at several targets or fire several shots into one target to fill up your Focus Time meter. The quicker you shoot, the faster the bar fills up. Each additional target you shoot at within a short time contributes to filling up your Focus Time meter.

Tagging refers to marking which targets you want to include in the focus shots after Focus Time mode is exited.

To start Focus Time node, when your Focus Time meter starts to shine, focus on an enemy by pressing and holding Ⓐ. Then quickly slide the Wii Remote forward to freeze time. During Focus Time mode, tag multiple enemies with the Ⓑ on the Wii Remote. Then release Ⓐ to execute fast, consecutive shots.

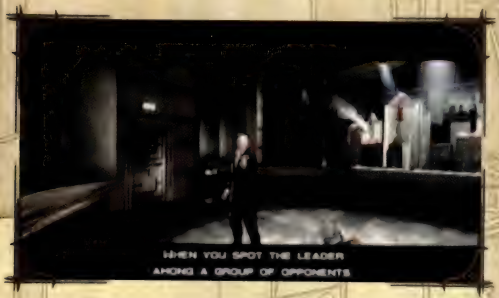
When trying to disarm enemies, tag the small white box that surrounds their weapon.

This technique can be used to disarm enemies. Tag the enemy's weapon only during Focus Time mode; you'll see it located in the smaller white square. Then when you release your focus, you shoot the weapon out of the enemy's hands and he will submit immediately. This also earns you Respect Points.

Focus Time Mode Tutorial cont.

If you don't wave down with your gun at a surrendering enemy, he'll start shooting at you after a brief pause.

Remember, you must wave at a surrendering enemy with your weapon to force a submission or he will start right back up. Wave him down by moving the cursor up and down on your target several times. An enemy in submission increases your Focus Time meter.



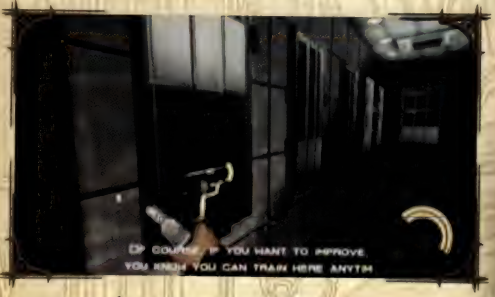
One last bit of training from Kajima: Always target the leader in a group first to make his men surrender.

When Fumi is finally subdued, Kajima tells you another valuable tidbit of information. When you spot the leader of a group of enemies, target him first. When he has submitted, his men will be so confused that they'll all surrender as well. This is a perfect example of Yakuza obedience. Look for the leader in a group by spotting a special icon floating above his head.

That's all for now.

Kajima then tells you that you can come back and get guns from his private stash anytime you like; of course, you may do this only as long as you use them for a righteous purpose.

GOAL: Follow Kajima.



Now you have access to a small arsenal of weapons.

Follow Kajima back down the hall and out the door into the main range lounge. He then opens his weapons galleries for you. Weapons are unlocked as you beat more of Kajima's shooting tests.

Kajima's Weapon Collection

Kajima has the following weapons in his stash, which are available for you to use should you need them. The Light Weapons Gallery is found through the door on the left of the shooting range, while the Heavy Weapons Gallery is through the door on the right of the shooting range.

Light Weapons

Weapon Name	Respect Level Needed	Required Respect Points
Colt .45	1	1,000
Mini-Uzi	2	2,000
Benelli M4 Shotgun	3	3,000
MP 412 Russian Revolver	4	4,500
USAS M12 Assault Shotgun	5	5,500
Type 89 Assault Rifle	6	7,000
Steyr (Unknown)	7	8,500
MP7 PDW Submachine Gun (Nato Personal Defense Weapon)	8	10,000
AE Sniper Rifle	9	12,000
SCAR (Special Forces Combat Assault Rifle)	10	14,000

You can return to Kajima at any time and continue training on the shooting range. When you've had your fill of practice, go back upstairs to talk to Harry.

Harry has talked to a few of his friends, but no one has heard anything about Miyu. He did find out something regarding Ryuichi, though—his headquarters are in a waste treatment factory near Tokyo Bay. Harry gives you a cell phone to keep in touch while you go and check this place out.

SATO INCORPORATED WASTE FACTORY

SATO INCORPORATED 1

Welcome to Sato Incorporated Waste Factory.

Out in Tokyo Bay you find Sato Incorporated Waste Factory, which Ryuichi is using as his headquarters. When you get to the beach behind the factory, Harry calls to let you know where Ryuichi can be found. You are to work your way from the factory to the piers and stay clear of the ovens—whatever those may be. You'll find out soon enough.

GOAL: *Look for Ryuichi on the other side of the factory.*

Walk through the small hole in the nearby cliff to get to the factory.

Look for a hole in the rock cliff that you can walk through and follow the path along the fence line until you reach the area underneath the crane.

Sneak up on the guard with his back turned and use a stealthy Tanto attack to eliminate him quietly. You don't want to draw the attention of the other guards just yet.

Sneak up on this guard and kill him with a silent Tanto attack.

Now use the sniper rifle's scope and zoom in to the shipping crates in the distance near the buildings. There are guards up on those crates whom you should shoot before making the dash across the lot to the other side. Look for additional guards on the ground floor near some boxes. They have incredible cover over there so you'll have to use maximum zoom and be very precise to eliminate them from this distance.

Look across to the nearby pier and make sure there aren't any remaining shooters there before proceeding.

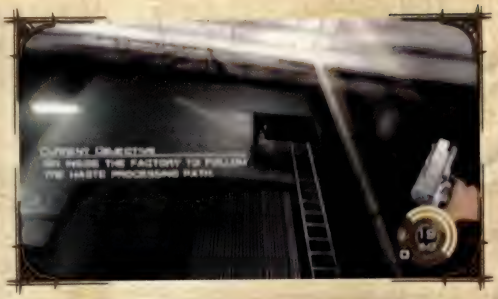
Before heading down the nearby stairway, look across the pier and kill any guards lingering over there. If they've seen you, they'll be shooting and won't be hard to spot.

Look very carefully to spot the snipers way up on top of the crane platform.

Descend the stairs and follow along the wall to the main section of dock. Watch out for shooters high above and ahead on the crane platform. They are very hard to see with the low-contrast background of the crane, so you'll have to search for them—watch for the gunfire to track them.

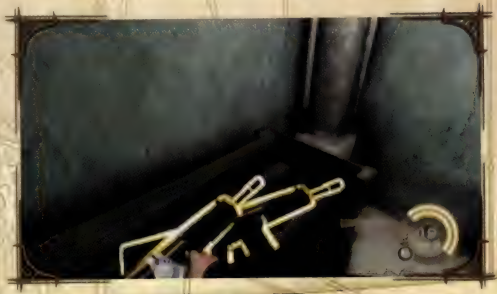
Hit the switch to lift the nearby crate and access this building.

Go up the stairs at the end of the dock and hit the switch on the cargo door. It lifts a shipping container and allows you passage into the building. Inside, a purple-suited Yakuza attacks with another henchmen; clear this area and proceed around the corner to find a tall ladder leading high above.



Climb this tall ladder to get into the next area.

Jump up on the boxes and climb the ladder to reach a perch above the adjoining room. As one truck leaves the building, a host of enemies are seen down below, and more are around behind the trucks. Note the multiple explosive barrels located around the room. This place is going to be an inferno when you get finished with it. As shooters appear, start blowing up barrels to take down all the enemies. Clear the room with the sniper rifle when you're done blowing things up, and then proceed through the metal double doors underneath the green light in the far wall.



Try out the Type 89 machine guns; they're quite devastating!

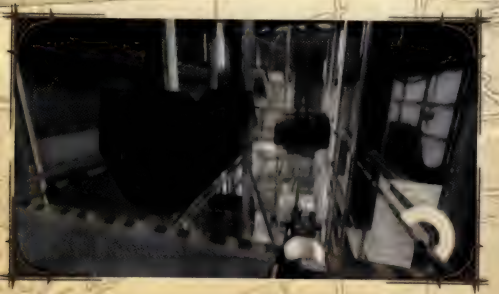
In the next room, find the crate with the Type 89 machine guns. Switch over to this, if you haven't tried it already. It's a fantastic fully automatic assault weapon.

Don't forget to grab the heavy flak jacket on the table.

Continue down the adjacent hall and find your first heavy flak jacket on the table. Grab the jacket and proceed through the next set of doors into a large waste processing chamber.

The AE Sniper Rifle is a fantastic weapon, but you may want to stick to fully automatic weapons for most of this level.

Kill any white-suited workers you find here and run up the many flights of stairs to the top level. Grab the sniper rifle if you want it and then move to the far end of the room opposite this location.



Ride a suspended waste container all the way to the bottom and through the wall.

Now you can jump into one of the waste containers as they pass by. From this point you will ride the container all the way to the bottom and out of the room. When you're in the container, duck down to gain some cover from the shooters that will try to kill you on your way to the bottom. Watch for the guys in white suits, but also for the plain-clothes Yakuza patrolling at your current level, above, and below! Keep your head down and be quick to locate and take out shooters.

Follow the garbage on the belt to the first control station.

When you get to the bottom, the car goes through a tunnel and stops above a new room. Jump out and follow the garbage down the conveyor belt.

Flip the switch on the wall to deactivate the waste treatment process blocking your way down.

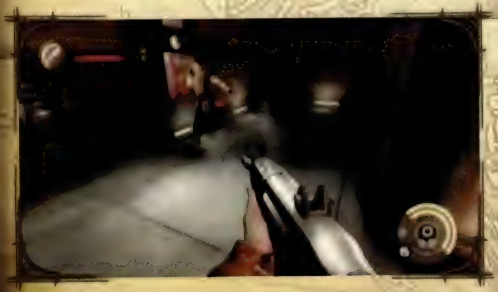
One level below, you find a control point where you can jump out and use the switch on the wall. This turns off the next section of waste treatment so that you can continue your smelly journey.

One more switch to go.

When you flip the switch, turn around and kill the shooters that appear on a nearby catwalk over the garbage. Then jump back onto the conveyor belt and move down another level to a second control point.

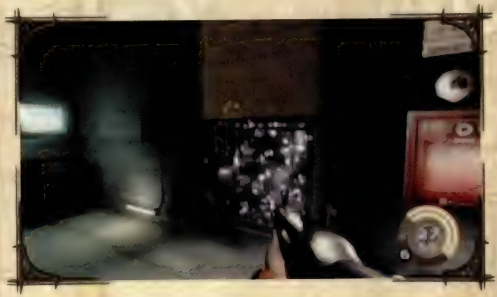
Follow the warm glow of the incinerator down to the bottom level of the treatment process.

Kill the guard there, flip the switch, and eliminate any more guards that show up on the catwalk above you. When the next section of waste treatment process is deactivated by the switch, jump back on the conveyor belt again.



This guard almost made it to his lunch break.

One level down, you see the incinerator. You don't want to ride all the way into it—that's where things really heat up! Jump off the right side of the conveyor belt and kill the guard with the machine gun waiting for you.



Shoot out the grate to pass through the ventilation ducts.

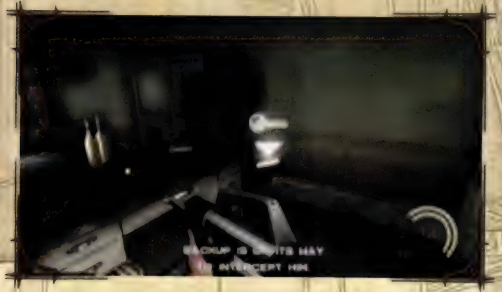
Look for the grate in the wall here and shoot it. The destroyed grate allows passage through the air vents and into a waste transport station. Stop at the opening in the air vent and shoot the two Yakuza talking about Ryuichi before they get out of range and leave the room.

Jump down to the main floor to pursue the guards near the door.

Now follow the air vent around and jump down to the main floor. Locate the double doors where the two men went (or were heading) and grab the grenades beside the door on your way through.

Pillars and motors explode upon contact with gunfire. Shoot them all to create a beneficial chaos in this gunfight.

Follow the passage into the coolant room and sneak up on the group at the far end. Go close enough to lob a grenade at them. This should cause a chain reaction and blow up a nearby coolant tank, which causes more chaos and may eliminate an extra guard. Clear the room of Yakuza when a second group rushes in and use the double horizontal pipes as excellent cover (you can duck down and shoot between the pipes). When the area is secure, proceed through the double doors with the green light above them at the far end.



You need the keycard from the desk to access additional areas.

Follow the short hallway into the office and grab the keycard from the desk just as an announcement made over the PA system alerts the whole compound that you're on your way to the furnace. They've locked the access—and backup is on its way!

Use the nearby lockers for cover in this intense firefight.

As you grab the keycard and the PA system announces that you're trapped, a gang of Yakuza bust in through the far door and kick over some tables. Use the nearby lockers as cover and lob a few grenades to clear their end of the room.

The keycard opens these locked double doors.

Proceed through the ventilation chamber with the huge fans and ascend the nearby stairway. Go through the next set of double doors and into a short access hall. Of course they thought it was locked. But that's why you stole the keycard.

This guy is fairly cooperative; pull the lever on the wall behind him.

Sneak up on the worker here in the control room, but note that you can't kill anyway, as his information is too important. He tells you that Ryuichi is waiting at the pier. Pull the lever on the wall near the monitors to complete this section of the level.

SATO INCORPORATED II

GOAL: *Go through the furnaces to come out on the pier. Then look for Ryuichi.*

Grab the light flak jacket from underneath the stairs before going up a level.

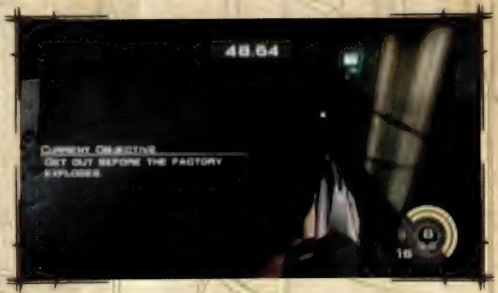
Leave the control room and go through the nearby (and now open) double doors that lead to a catwalk over a deep black factory pit. Work your way across the large, open room via the catwalks to a stairway leading up a level. Grab the light flak jacket from under the stairs before heading up.

Shoot the large gas pipes when enemies are standing near them.

On the floor above, more white-suited Yakuza rush to stop you. Shoot the large gas pipes at the corners of the catwalks to cause fatal explosions to any nearby adversaries.

Walk very slowly across this narrow beam.

Now you must get back to the other side of the room at this level. The only way to do this is to balance on the narrow steel I-beam and walk across it—however, don't attempt to cross until the other side has been cleared of all opposition. Taking gunfire while walking across this beam is terribly dangerous.



You must make a timely escape before the entire factory goes up in flames!

On the other side of the beam, a massive explosion occurs in the furnaces and suddenly a timer starts. You have 50 seconds to escape the factory before it explodes.

GOAL: *Get out of the factory before it explodes.*

This switch must be flipped to open the escape tunnel.

Run along the catwalk and find the switch on the wall near the double doors. Activate the switch to open the furnace access tunnel. The catwalk here leads through a fiery inferno but you must keep going!

It's getting hot in here.

The catwalk is heating up and leads around the corner right into arm's reach of the next Yakuza boss!

Boss Battle

This Yakuza stands between you and the exit.

The running timer is now superseded by a new timer as soon as this boss fight begins. You now have 300 seconds to defeat this boss or go up in flames with the factory. This Yakuza uses the following techniques:

- Cloudsword side swinging slashes
- Vertical downward strikes
- Jumping downward strikes
- Diagonal slashing uppercuts

It would seem this Yakuza is all about the single power techniques. He doesn't use combos. If he has any regular moves, he won't belittle his own skill to show them.

Sidestep dodge his vertical attacks and immediately counterattack with your best combo.

All four moves listed above are power moves and he commits to them fully. If you parry any of these, you will risk breaking your sword and losing the battle.

Wait for him to begin one of his power techniques, wait for the telltale tracer to appear behind his blade, and then dodge to the side. Follow this with an immediate counterattack. Ignore the timer counting down and focus on subduing this Yakuza by taking a very patient approach to this battle.

Put your mind in a state of Zen and let the victory happen. Don't try to force it or this boss will dominate you.

Let him live and dwell on his humiliation while he grants you valuable Respect Points.

When this boss is subdued, look for the control box on this level of catwalk. It's broken but it would have activated the elevator next to it.

Climbing up and walking across the pipes gets you into the elevator.

Now turn around and spot the ladder leading up to a narrow walkway across some large pipes. Climb up the ladder and walk across the pipes along the wall to reach the top of the elevator car.

It's a long way up.

Activate the switch in the elevator to start your long ascent. As you climb higher, away from the furnace explosions, reload and watch for enemies trying to escape. Shoot them if you like, but know that they will pause to shoot back if you don't kill them immediately. You can let them run and ignore them if you prefer.

Drop down through the hatch in the ventilation pipe to escape the rising inferno.

At the top of the elevator, jump out onto the platform and walk across the massive pipe nearby to the hatch. Drop down into the pipe and shoot out the large grate ahead to open up the next section.

Shoot the Yakuza guards from the pipe. Be careful not to fall out and into the dark void below.

Continue moving through the pipe until it's wracked by an explosion that opens up the pipe's right side. Shoot the Yakuza workers there and continue along the pipe.

Now the left side of the pipe is wracked by gunshots and a consequent explosion.

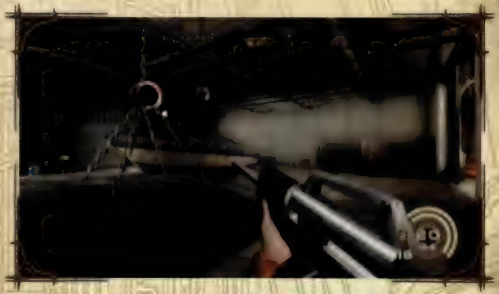
Another explosion busts open the left side of the pipe and more Yakuza take aim from the platform beyond—then immediately the right side opens up, leaving you totally exposed. Shoot the pipe next to one of the Yakuza to cause an explosion and eliminate your opposition on at least one side.

It's your turn to be the clown shot out of the cannon. Luckily, you're not hurt in this dramatic blast.

When this section is clear, continue moving down the catwalk into the next section of pipe to the end, where you're stopped in your tracks by a large fan casing. Just as you turn around, the pursuing furnace explosion blasts you right through the fan and out onto the pier.

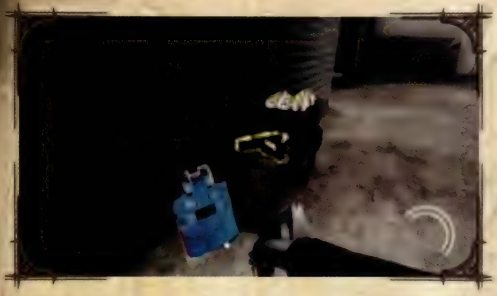
Watch for explosions blasting out of the pipes ahead.

Duck down to make yourself a smaller target and walk along the dock walkway heading toward the main pier. Stop just before any large pipe opening that could explode in your face.



Shoot the locks on the boat chains to drop them into the water and use as a makeshift bridge across.

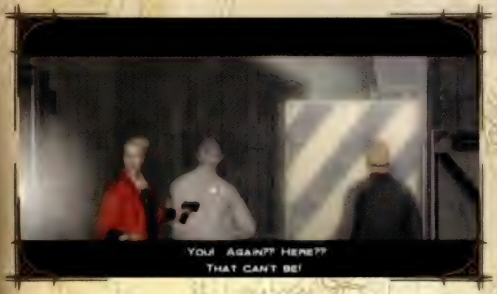
At the end of the walkway, go into the marina shed and find the two boats. Shoot out the locks holding the boats and drop them into the water. Now you can jump across to the other side using the boats as floating platforms. The ladder down shouldn't be used. Instead, just drop or jump down onto the first boat from the main platform, then jump across to the next boat and up the stairs on the other side.



Collect the gear you need from this stash before continuing on to meet Ryuichi again.

Collect all the goods on the platform before proceeding: light flak jacket, ammo, and grenades. Go through the open bay door nearby and into the pier storehouse. Follow the passage around the building to where you hear Yakuza talking. When you arrive at the next bay door, which is partially closed, you see Ryuichi and some of his gangsters.

GOAL: *Catch up to Ryuichi.*



Ryuichi is quite surprised to see you here.

Ryuichi sees you and orders in some guards to take you out. Guards are on the main level that you're on, and some shooters lurk up above on the crane. Use your best zoom to eliminate the shooters with the distinct height advantage before making a run for it, across the pier yard.

The ladder up is slightly concealed behind a shipping container.

Walk ahead on the pier when it's cleared out and look for the short ladder ahead and to the left—it's slightly hidden behind some shipping crates. Get up on top of the crate and walk along it until you can drop down into the stairway enclosure ahead.

It seems Ryuichi is collecting prisoners.

Up on the stairway landing you see Ryuichi leading a man at gunpoint. Follow the catwalk onto the boat and climb up the ladder ahead which leads up to the cargo deck.

The stairway to the lower deck is on the far side of the first cargo deck from where you climbed up.

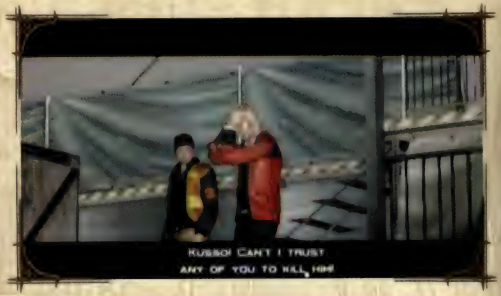
Explore the cargo deck and eliminate any hostiles that you can from this level. Search the lower level beyond using this height advantage. Only when it's clear should you descend the stairway on the opposite side from where you came up. Some of the men on the lower deck have grenades, so you can reduce your chances of getting blown up by taking out these guys from a safe distance.

Some of the guards on the boat will surrender. Watch for this and wave them into submission to collect Respect Points.

Work you way around the lower cargo deck, eliminating any Yakuza you find. As the passage between the shipping crates winds back and forth, you're getting closer to the other side, where you can access the higher level of the main cargo deck again. But this part isn't easy. Beware of the enemies lobbing grenades down at you from the deck above. Eliminate them quickly to avoid being caught off guard in an explosion when you're not looking.

Always check the crane platform in the distance for snipers. Even though you cleared it earlier, Ryuichi could have installed new shooters to watch for intruders.

There may still be shooters on the cranes across the piers. Always check there to ensure that someone isn't getting free shots at you while you're concentrating on making progress on the boat.



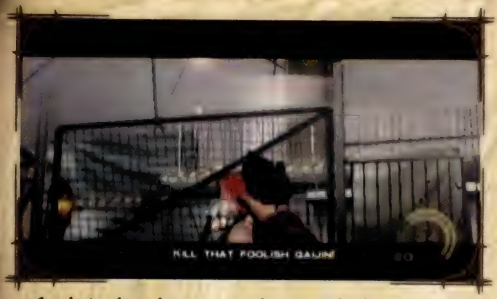
Ryuichi is finally going to involve himself in this fight.

As you pass under the stairway ahead and into the next section of cargo deck, Ryuichi appears again. He is obviously dismayed that his guards can't seem to kill you.

Use your zoom and watch for Ryuichi to stick his head out from behind this crate.

Suddenly Ryuichi pulls an Uzi and decides to fight. This is a ranged firefight, but you can ignore his gangsters for the time being. Ryuichi is likely using a nearby crate above as cover. Focus all your shots at him to whittle him down. Use Focus Time mode to take Ryuichi out. He ducks out from behind his crate periodically. If he disappears completely he's staying still under cover and you need to move to lure him by moving around slightly.

GOAL: Catch Ryuichi before he escapes.



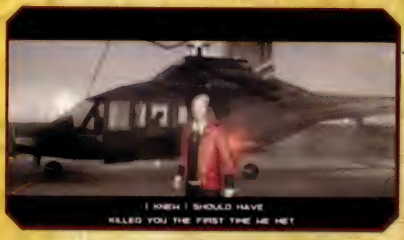
After being hurt by your gunfire, Ryuichi decides he had better make a run for it!

When Ryuichi is injured, he runs away, telling his men to finish you off. The way up to the higher deck is now open, but before you go up, dodge the gunfire raining from above and run to this deck's far side. There you find guns, ammo, and grenades to restock before chasing after Ryuichi.

Don't waste time killing all the guards if you're running short on precious seconds. Just focus on getting up the crates and up the stairs to reach Ryuichi on the helipad.

As soon as this objective becomes active, you have 60 seconds to get up to the higher deck, kill any leftover opposition, and catch Ryuichi. Jump up the stacked boxes below the opening in the railing above and quickly get across the deck to the stairway. At the top of the stairs, you find Ryuichi about to get into a chopper and escape, but you have other plans for this dog!

Boss Battle



Finally, you can duel with Ryuichi.

The countdown timer ends when you catch Ryuichi on the helipad. He knows then that he should have killed you long ago. You've become a great thorn in his side. In this battle, Ryuichi uses these techniques against you:

- Two-handed horizontal power slash
- Spinning diagonal slash
- One-handed lunging cut
- One-handed outside slash
- Vertical downward strike
- Diagonal slash
- Straight thrusts

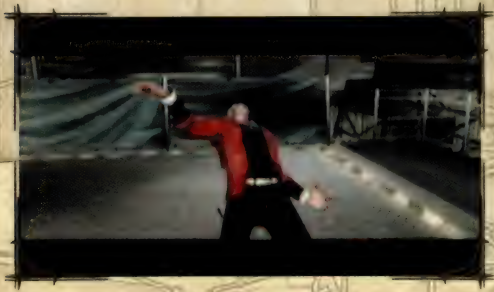
Destabilizing Ryuichi by parrying his limited attacks is one of the best ways to score big hits against him.

Ryuichi is an excellent swordsman with a diverse and deceptive array of techniques. He attacks from any angle above waist height —but you won't see many upward slashes or uppercut techniques during this fight.

Boss Battle cont.

His one-handed moves are quite fast and more difficult to dodge than his more flamboyant power moves. Thankfully, Ryuichi doesn't rely on combinations and prefers to cut you down with intricate one-off movements. With such a massive collection of moves, he's very hard to read, so it's best to stay light on your feet and always circle around him to keep your momentum going and help you dodge at a moment's notice.

Ryuichi is quick on his feet and dodges attacks that are timed incorrectly. You can win this fight by blocking only his regular moves and dodging the rest. As usual, dodging power moves and immediately following up with your fastest slashing techniques (such as a right to left, and then left to right horizontal slashing combo) is most effective and will catch Ryuichi off guard more than it misses.



In a very unexpected twist, Ryuichi is killed by a sniper.

When Ryuichi finally submits, he proves to be quite informative. He has sent Miyu to his boss, Tokai-Sama, and is convinced that the only way to save her is to give them the Katana Giri! Just when Ryuichi is about to tell you of Tokai's plans, a shot rings out from high above and you see a mysterious sniper disappear while Ryuichi dies in front of you.

A ninja sniper? Could this be the work of Tokai?

The man you just rescued from Ryuichi is the Yakuza boss of this entire area: Meet Akira Matsubara. He was a Sato supporter and now Tokai is trying to eliminate all of the old generation to completely revamp the Yakuza in Tokyo. Matsubara thinks that you should work for the Yakuza: He'll meet you at Harry's club soon.

GEISHA PLEASURES

BACK TO HARRY'S BAR

GOAL: *Go to Harry's office.*

Bill's happy to have you back in the bar.

Head back into the bar and talk to Bill. He's happy to tell you that the Yakuza haven't been back to bother them. Bill tells you to go see Harry in his office. Go up the elevator to the top floor and through the tatami lounge where Harry meets you.

Harry can't believe that the powerful Yakuza generals are sitting right behind this tatami door!

He tells you more about Akira and, surprisingly, that the most powerful, old-school Yakuza leaders are sitting in the tatami room behind him—and they're here to see you!

GOAL: *Attend the meeting.*

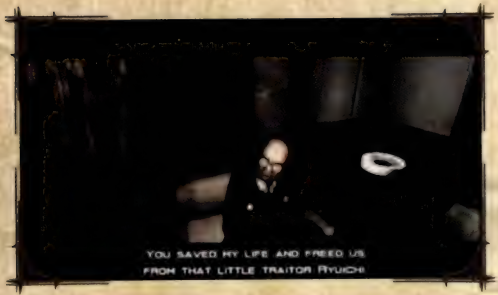
Akira calls you in to join their meeting.

You're called to attend this meeting with Akira and his colleagues. These are the generals and lieutenants of the Sato Gumi, those loyal to Sato. Akira explains that it is up to you, as the Sato family's official representative, to decide which one of the four Yakuza leaders to help first.

Apparently Harry doesn't think this plan is a good idea.

Akira and the gang will wait for you downstairs in the bar. Harry can't believe what he's seeing—Yakuza trusting their fate to a gaijin.

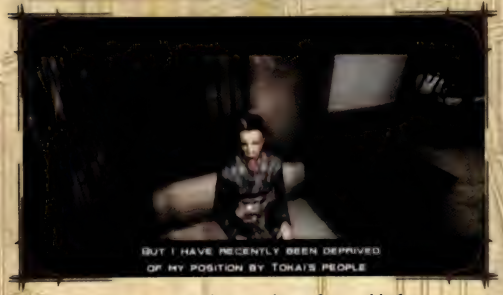
GOAL: *Go back to the bar and talk to any member of the Sanro Kai.*



Akira is the only member of the Sanro Kai in the bar who doesn't have a mission to complete.

Go back to the elevator and down to the bar. This is where the four members of the Sanro Kai will wait for you to help them. You will choose each of their missions individually. Since you've already saved Akira, he doesn't have additional missions to offer.

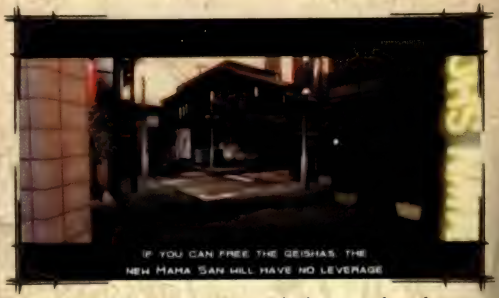
GEISHA PLEASURES I



Mama-san Reiko's geisha girls need help!

Speak to Mama-san Reiko; she tells you about her exclusive geisha businesses and how Tokai has taken control of them. The treacherous woman whom Tokai installed there is holding Reiko's girls hostage and it's up to you to free them and dispatch Tokai's female general.

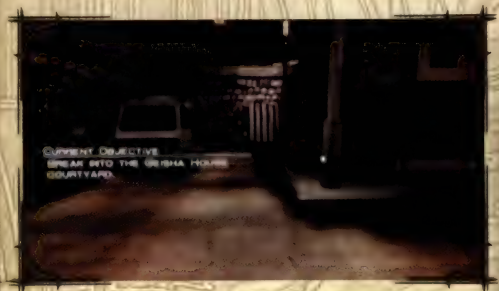
GOAL: *Free the imprisoned geishas.*



Most of the moving between geisha houses takes place out in the open streets of the seedy geisha district.

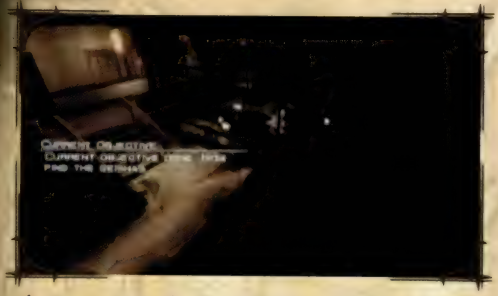
Accept this mission and agree to help free Reiko's geishas. After an uneventful ride on the subway, you arrive in the street outside one of the buildings in the geisha district. Harry calls to tell you that if you free the geishas, the new mama-san will have no leverage with Tokai. So, on to your first objective.

GOAL: *Break into the geisha house courtyard.*



Get up onto the ledge behind the white truck in the alley.

Explore the street area and find a drunk against a wall. Past him, look for a small white cargo truck in a dead-end alley. Behind it, jump up on the boxes to get onto the ledge above.



Plan B is to stay up here and eliminate all the guards down below instead of attacking them head-on (which is Plan A).

From there, walk through the narrow gap between the building and the wall to get close to the geisha house courtyard. From this position, you can wait and eliminate the guards while they patrol below.

GOAL: *Now find the geishas.*

Use the corner of the building as cover for healing or reloading.

Jump down into the courtyard and get onto the nearby building's patio. Shoot the one guard here and move around the side of the building. The struggle brings several guards running, so use the building's corner as cover, and back up so that you have room to shoot.

The glowing lock on the window must be opened to get inside this building.

The front door of the building is locked, so look for the glowing latch on the window. Open it up the same way you would open a door and jump into the building. Go through the double doors and confront the Yakuza with the sword.

This guard is no match for your skills!

This Yakuza seems like an amateur, considering the battle you just had with Ryuichi. This poor guard has no power moves and doesn't string together combos. He uses these basic attacks against you:

- Diagonal slashes
- Straight thrusts
- Vertical downward strikes

Textbook strategy such as the dodge and counterattack work extremely well against the beginner techniques in this sword fight.

The fight is over quickly. After he has submitted, continue moving through the house via the two sets of double doors. As you move through the halls, note the lattice windows. You are able to see across several rooms or halls from most points, and that means you can shoot enemies before you run right into them. This also works for them, too. You'll have to be on the lookout for guards hiding behind curtains and several lattice panels.

It's best to stay in the hallway. If you venture into the adjacent rooms, you can easily lose your bearings.

The easiest way through this labyrinth of rooms is to stay in the hallway and shoot into the rooms from outside. It's very easy to get turned around if you go through all the rooms needlessly.

Grab the heavy flak jacket from the closet behind the double doors.

In the middle of the building look for a set of metal double doors. They lead into a closet holding a heavy flak jacket. Continue to the end of the hall and find the doorway leading to a staircase. Take cover behind the walls adjacent to the doorway to avoid gunfire from above.

The four Yakuza at the top of the stairs are heavily armed. Bust out your best weapons for this fight.

The two Yakuza on the balcony above the stairway can be rushed, but try to stay outside the building on the balcony. Two more heavily armed guards inside attack immediately. Lure them out of the building and put the pillars between you and them for cover. When these two are dead, a well-dressed and slightly arrogant man appears to challenge you to a sword duel.

Boss Battle

Goro wears all white to display his enemies' blood stains.

Timing is everything during this fight with Goro. He's very fast and dodges single techniques easily.

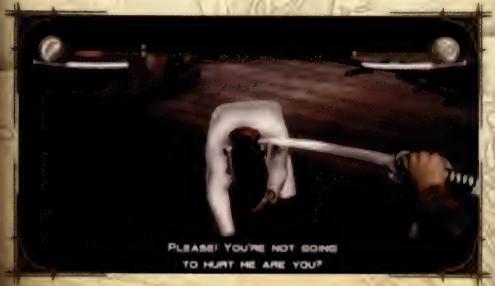
GOAL: *Force Goro into submission and make him tell you where the geishas are being held.*

Goro is a well-dressed man—there is no doubt. However, he's not just a bad guy in a nice suit, he's also one of the most powerful defensive swordsmen you've met so far. Goro uses the following techniques against you:

- Low horizontal cuts
- Jumping vertical strikes
- Straight thrusts
- Vertical downward strikes
- Diagonal slashes

Goro is very light on his feet and can sidestep many attacks if they're not timed well. His blocking skills are strong as well. Defensively, Goro is impressive, but he relies too heavily on individual techniques and infrequently uses basic combos of regular attacks.

The key to beating Goro is keeping the pressure on him. Don't give him a moment to collect himself. Keep constant pressure on him with fast left and right, or up and down, strikes then dodge and repeat. Keep moving and force him to constantly turn to attack you. By the time he turns, you should see openings. When he commits to power moves such as low horizontal cuts and jumping vertical strikes, execute quick sword strikes to interrupt him mid-swing.



Goro doesn't think men should fight over women, but who is he kidding?

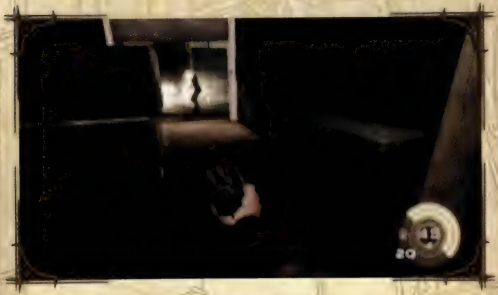
When Goro is subdued, he admits that the geishas are being held in two nearby houses, but that's all he can tell you. Let Goro live for the Respect Points and continue through the house via the doorway where Goro entered. Go down the stairs and out the back door to complete this section.

GEISHA PLEASURES II

GOAL: Find the two houses where the geishas are being held.

Chaos ensues as soon as you leave the building.

Exit the building and the chaos starts immediately. Several Yakuza are outside waiting for you already, plus a few more are in a car that crashes into the pillar just outside the exit.



Use the narrow hallway as cover if there are too many Yakuza outside to deal with at once.

Back up into the hallway behind you and let them come to you. Duck down and use the walls as cover to limit the angle of fire they can attack you from.

Follow the flashing pink arrow.

When the street exit is clear, continue toward the building with a giant pink arrow above the door at the corner of the street —could this be a sign? That's exactly what it is and where you must go.

Hit the switch on the wall to open the door and access the next area.

Go inside and activate the switch on the wall to open the metal garage door and enter the next section of this mission.

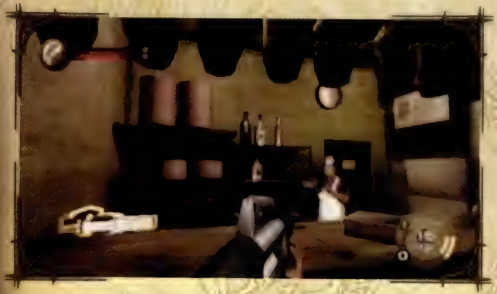
GEISHA PLEASURES III

Use the panel van's windows to shoot down the long stretch of street beyond.

Go through the garage door when it opens up and out into the street beyond. Look for the white van with the open back doors. Jump inside and shoot from the windows. Eliminate all the Yakuza down the street who are blocking your way.

If the nearby Yakuza start lobbing grenades at the truck, it's time to retreat temporarily or risk being caught in a fiery blast.

Eliminate all opposition you see here and beware of one who lobs grenades toward the truck. If you're caught inside the truck when a grenade goes off, it could be game over.



Even the smallest hole-in-the-wall restaurants may have Yakuza hiding inside.

Work your way into the street past the truck and the spraying fire hydrant. Watch for Yakuza to pop out of the shops along the sides of the street. Use these few buildings along the side as cover when needed to reload or heal.

Watch out for shooters above the street on dark balconies and awnings above the businesses.

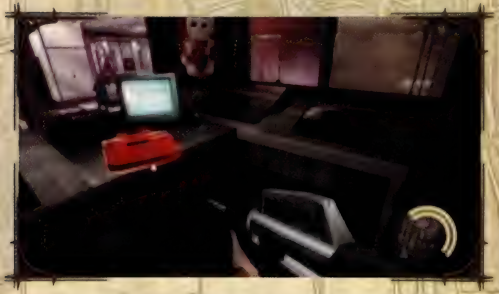
At the next corner, watch for a shooter up above the street on a balcony. He can be hard to see, so you must keep a keen eye out for gunfire that gives away his exact location. The small hole-in-the-wall restaurant in the corner hides a light flak jacket on the gas stove. Collect it and continue down the street.

Collect the light flak jacket from the gas stove in the corner restaurant.

As you proceed down this next section of open street, look again to the second floor in the distance ahead. Another shooter is up there; use your best zoom to take him out quick.

Shoot the two propane canisters to blow up the fence and access the entrance beyond.

Ahead on the left is an open alley that ends at a chain link fence. Shoot the two propane tanks to blow up the fence and allow passage to the door beyond. Inside the house, go into the first door on the right. Inside the room, take the grenades from the box in the corner and the Type 89 ammo from behind the desk if you need it.



Collect the heavy flak jacket from the desk in the control room.

Return to the hallway and look across the hall to the office. Inside, collect the heavy flak jacket from the controller's desk. From there, head into the main go-go room and kill the gang of Yakuza watching the dancer.

One more Yakuza comes down the glass elevator.

Watch for another Yakuza to come down the glass elevator behind the dancer. Jump in and hit the button on the wall to go up a level and confront a very unusual character.

For all you know, she could be the Angel of Death—treat her accordingly.

This tragic Yakuza warrior is as dangerous as her fashion sense. Don't be thrown off by her appearance. She whips out some new moves for you to deal with:

- Spinning backhand slash
- Two-handed horizontal slash
- Vertical uppercut slice
- Straight thrusts
- Double slashing combos

Her lunging side step quickly gets her out of reach of your sword arm.

She's got a quick lunging side step that keeps her out of harm's way, but repeated fast strikes inevitably catch her off guard. When she begins doing a flamboyant spinning block, back off for a moment. Take a quick breather and circle around her to regroup. Her attacks, such as the straight thrust, are executed quickly from her spinning block and can easily turn this fight in her favor.

Once this warrior is destabilized by a solid parry, she's open for several seconds. You must capitalize on these valuable openings and attack quickly.

It's best to back off and let her slip up again, or to get your rhythm by dodging and counterattacking to get back on the offensive. It can be very difficult to parry her attacks, but if you manage to unbalance her, the opening for counterattack is a big one.

It was a tough fight, but you're not done yet.

When this punk rocker is submitted, go through the door beside the elevator and descend the stairs. The door at the bottom leads to the first group of geishas but before you can rescue them, another female Yakuza busts through the far door and attacks!

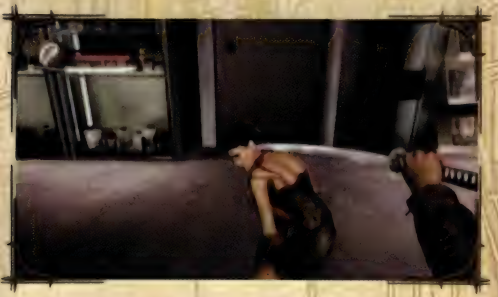
This Yakuza is extremely brave to be fighting in her underwear.

Although she may not look as tragic as her predecessor, this woman still knows how to swing a sword. Any woman who dares to sword fight in skimpy lingerie must have some serious skills!

- Spinning backhand slash
- Two-handed horizontal slash
- Vertical uppercut slice
- Straight thrusts
- Double slashing combos

Try not to be distracted by her outfit. This is a tough sword fight and your opponent has the blocking skills to keep you at bay.

While she is a skilled opponent, this Yakuza is nowhere near as tough as the previous foe. Her offensive and defensive skills are nearly identical, but she is not as hardy against attacks.



This scantily clad Yakuza maiden of death didn't see this coming.

Treat this fight exactly the same as the last. Keep her on her toes with flurries of horizontal slashes back and forth while circling around her and forcing her to follow you. This one should be over quickly.

After the battle, the geishas are free and can escape.

When this temptress submits, the geishas look quite pleased that you're here with them. These geishas can take care of themselves now that their captors have been dealt with. Head out the nearby door to complete this section and move on.

GEISHA PLEASURES IV

GOAL: *Find the second group of geishas.*

Use this car and its potential explosion against the nearby Yakuza before they use it against you.

Back out in the street, you find another large group of Yakuza who are trying to keep you away from the second geisha house. Watch out for the white car on the right side of the street that unleashes quite a fiery blast when it's shot a few times.

The grand explosions caused by shooting at cars are powerful enough to kill all nearby enemies.

Another car just beyond has a couple of Yakuza hiding behind it. Shoot the car to cause an explosion and kill them outright. There may be one more thug behind them and just out of range near the dumpster.

The exit from this area is in the alley just past this store and on the right.

Hang a right at the end of this street section and follow the arrows on the street. It leads you to a short alley off the main drag. The nondescript doorway on the far wall is the entrance to a back alley that's under construction.

As soon as you surprise these two, the battle is on full force!

Surprise the two Yakuza with their backs turned to you, and then shift your attention to the shooters up on the scaffolding high above the street. Grab the grenades as you work your way underneath the scaffolding to the far end where you find a ladder.

This battle is much easier if you're on the scaffolding fighting these Yakuza off rather than trying to shoot them from below.

Climb the ladder and get up on top of the scaffolding as soon as possible. Eliminating the Yakuza up top is so much easier if you're on the same level, rather than leaving them the height advantage while they rain down a lead storm upon you.

This is the door leading into the next section.

From the top of the scaffolding, find the adjoining rooftop to cross over and down into another enclosed street section. All the doors are locked in this enclosed alley, save for one. Find the door that allows you inside a building to complete this section.

GEISHA PLEASURES V

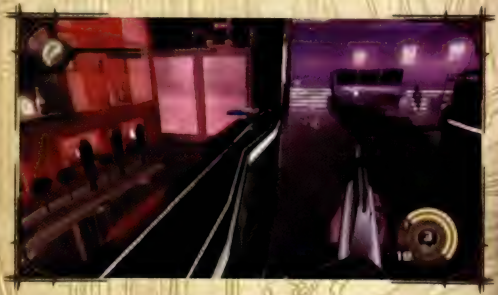
GOAL: *Free the second group of geishas.*

Welcome to the second geisha house.

Inside the building, you find the reception area of another geisha house. Go through the two sets of doors into the main go-go lounge. Inside, you find a whole host of Yakuza tormenting a dancer around a large circular stage.

Use the doorway as cover as you systematically eliminate the Yakuza opposition in the go-go room.

Back up through the doors to give yourself some cover and limit the angle of attack from which they can fire at you. Only move into the room when you've already killed several of the Yakuza and are ready to tackle the remaining ones on the stage's far side.



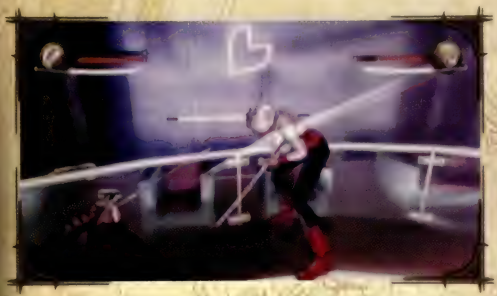
You must clear the lounge before the sword battle can take place.

As you move along the left wall, several more Yakuza burst from the doorway beyond. Eliminate all of them and then clear any additional enemies from the far side of the bar. When the room is clear, another female Yakuza with a sword saunters out onto the go-go stage.

Mama-san Sasori seems to have cornered the market on lethal female Yakuza.

Another female Yakuza! If you think these girls are well trained, wait until you meet their boss, Mama-san Sasori. This woman shares similar traits in her fighting style with the others you have faced and uses these techniques against you:

- Straight lunging thrusts
- Vertical downward strike
- Two-handed horizontal slash
- Diagonal slash and straight thrust combos



It's tough to do, but if you can keep her against the railing, her movements will be limited and she can't dodge your attacks as well as she does in the open.

Pin her against the rails and quickly execute slashing attacks from both the left and right sides while circling in the direction needed to keep her back to the rail. Don't give her lots of room to move or her impeccable blocking skills will frustrate you to no end.

When using her one-handed, flamboyant parries, your opponent can link right into devastating and quick strikes. Don't underestimate her counterattacking ability.

It's very difficult to hit the warrior mid-swing as with other opponents. To win this battle, you must either get in clean shots while she's standing still, or play a solid strategy of simply countering only her attacks. Never go on an offensive against her when she's already blocked several attacks with either her spinning downward block or her one-handed lunging block. Both of these are very flamboyant and she can keep them up for a while. When that occurs, stop attacking and let her regain enough composure to execute an attack that you can properly counter.

Get her off balance and strike fast!

Always counterattack with fast combos and special skill combos after you've unbalanced your enemy. Using these valuable openings with a good bit of patience will defeat her eventually. Consider her great practice for the final battle with the new mama-san.

It may not seem like it, but this swordswoman will eventually submit to your dominant skills.

When she finally submits, go through the curtain at the back of the stage and down the corridor beyond. The door at the end of the hall leads into the room where the second group of geishas is being held captive—and yet another sword fight.

This is the last of Mama San Sasori's elite female guard.

This fighter is another of Mama-san's punk dolls. She's quite pretty if you like girls who sword fight in spiked chokers, short skirts, and pigtails. She'll try to beat you down with the following moves:

- Straight lunging thrusts
- Vertical downward strike
- Two-handed horizontal slash
- Diagonal slash and straight thrust combos

As with the other female Yakuza, this fighter can strike with a straight thrust with blinding speed immediately out of a spinning parry. This incredible ability makes all of Sasori's women formidable fighters.

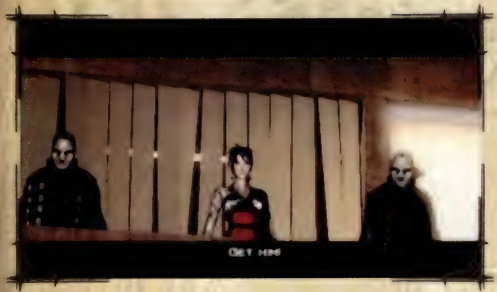
All of Mama-san Sasori's female fighters use a similar style. If you've found something that works for you, use it. Otherwise, stick with what has worked in the past fights during this battle as well.

Mama-san Reiko will be pleased her geishas are safe, thanks to you.

The geishas call you the "Western Samurai," but warn you not to linger, as Mama-san Sasori is certainly on her way. Leave the room through the double doors and go into the hall to complete this section.

GEISHA PLEASURES VI

GOAL: Neutralize Mama-san Sasori.



Mama-san Sasori's two freaky henchmen look like they just stepped out of a cult horror movie, except these guys are packing serious heat.

Boss Battle

Mama-san is just waiting for the right moment to pounce.

If there ever was a Geisha Grim Reaper, Mama-san Sasori is it. She's a deadly combination of beauty and lethal talent: It's no wonder that Tokai put her in charge of this operation.

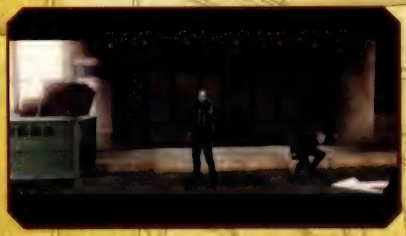
And if you thought you'd get off easy by having to fight only her, think again. Her two creepy, masked henchmen are armed to the teeth and you must get past them before you can even get within range of Mama-san.

Boss Battle cont.

Mama-san is an assassin, and a put together one at that.

You'll need ice water flowing in your veins to keep your cool during this fight. Mama-san is the second toughest opponent in the game, and you must draw on your every talent to defeat her collection of offensive abilities, which include the following moves:

- 360-degree forward spinning slash
- Diagonal Downward slash, straight Lunging Thrust Combo
- Low backhand slash
- High spinning backhand slash
- Side whip sword slash
- Double diagonal upward slash combo
- Two-handed horizontal swing
- Jumping downward vertical strike
- Straight lunging thrusts
- Power combos

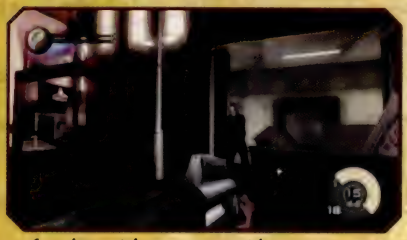


Mama-san's henchmen hit the ground running and begin coordinating their attacks immediately.

First off, Mama-san sends her masked henchmen after you. Don't let

Boss Battle cont.

them intimidate you with gunfire and grenades—they look a lot tougher than they really are. Watch as they hit the ground running and follow the first one to the area around the dumpster.



A few shots right on target with an M12 or M4 are enough to make these horror show candidates pledge allegiance to you.

Use the dumpster as cover between you and henchman number 2 while you deal with number 1. Get up close and personal, the M4 Shotgun or the Type 12 assault gun make excellent and devastating weapons against these two.

Make them both surrender for valuable Respect Points: Just be careful that you don't kill them with one too many shots.

When the first one is down, go after the second. After several up-close shots he puts his hands up in surrender and you have the opportunity to make him submit for Respect Points. When the two of them are dealt with, Mama-san returns to the balcony, apparently displeased with her henchmen's abilities. Now she must deal with you herself.

As long as your enemies are able to resist, you will be unable to hit them. Dodge, parry, and hit their swords to lower their resistance.

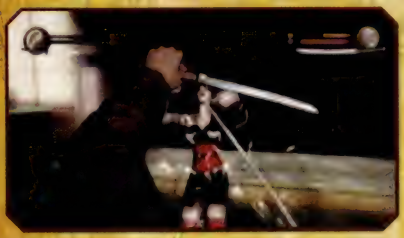
When her Resistance meter is nearly full, Mama-san is extremely difficult to hit—she is able to block nearly everything you throw at her.

Mama-san is one of few sword fighting bosses with a Resistance meter. Trying to hit an opponent with a full meter is like trying to have a snowball fight in hell. And Mama-san is someone you don't want to give any advantage to. You must spend the majority of this fight dodging, with a little bit of parrying her basic attacks to get her Resistance meter down to nil. Until that time, you will have an exceptionally difficult time getting strikes in—it is possible, mind you; it's just very hard!

Jump out of the way of Mama-san's low backhand slashing power move.

Boss Battle cont.

It's very important to note that because of Mama-san's offensive repertoire, attempting to parry attacks is very risky. It's tough to read her well, and if you miscalculate often enough, your sword will end up breaking and the fight will be lost. Focus on dodging as your primary defense unless you're absolutely certain that the attack coming at you is a regular-strength technique that can be parried effectively. *Do not* attempt to parry a power technique.



They are rare, but Mama-san does include regular attacks. Watch for these and counterattack quickly to make her pay for such mistakes.

The best and most simple way to defeat Mama San is to dodge her attacks until her resistance is nullified and then keep dodging and immediately countering her attacks with fast combos. With a lot of patience, you'll get there in the end and have the last laugh at her expense.

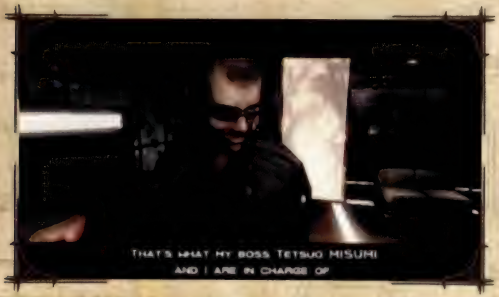
It remains to be seen, but you may have gained yourself a devout follower.

Mama-san is gracious even in defeat, and her submission completes this quest and brings you back to Master Otori's Dojo. From here, you can choose to train in the dojo and try to learn some new skills from Otori's daughter Mariko, or head back to Harry's Bar to accept another mission from the Sanro Kai.

GAMING DISTRICT

THE GAME I

GOAL: *Find Tetsuo Misumi, the gaming district boss.*



Takashi's description of his boss leaves a lot to be desired.

Speak to Takashi Ito sitting at the bar and he asks if you like gambling. Takashi and his boss, Tetsuo Misumi, are in charge of the gaming district and they have a problem.

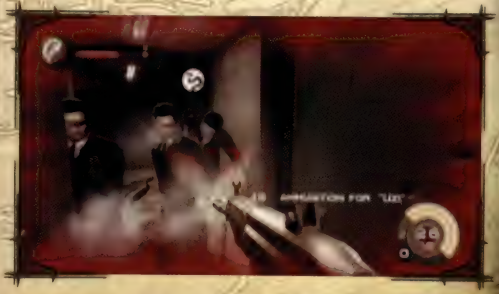
Takashi thinks Tetsuo has lost his marbles and he doesn't agree with his boss's move to reinstate illegal fighting, rather than stick to the more traditional gaming activities. Apparently, the only way to convince Tetsuo to come back in line with the clan is by proving your worth as a fighter and beating him at his own game.

As you get out to the gaming district, Harry calls with some details. It looks like Tetsuo has reopened the place where he used to run these freaky underground fights. No one seems to know where this place is, but Tetsuo's old headquarters is the best place to start looking.

GOAL: *Find Tetsuo's office above the pachinko hall.*

Remember this costume; you're going to be seeing a lot of it soon enough!

Explore the street in front of you beyond the man fixing his car. As the street turns a left corner, note the shiny building at the far end. As you approach, an oddly dressed man leaves the building—yes, he's dressed as a pink-haired schoolgirl! Go through the double entrance doors into the pachinko hall. Descend the stairs and go through the kitty curtain to the first armed conflict with a small group of Yakuza in the reception area. There are two entrances into the main room of the pachinko hall. You can either go through the curtain from reception or through the adjoined office behind the reception desk and then into the hall. Either way, a large group of Yakuza waiting in the hall must be eliminated before you may proceed.



Kill the leader of this Yakuza gang to retrieve the security keycard.

The exit from the hall is a single door in the far wall opposite the office entrance doorway: Look for the green exit light. Equip your best weapon and head for the exit. Just through the doorway are five suited Yakuza ready to rip you apart. If you have a shotgun, now's the time to use it. Blast this gang apart and take the keycard from their leader. Go down the hall to the locked door at the other end and use the keycard in the electronic switch.

The next room is something like a museum display lounge. Beware the overturned table ahead: A Yakuza shooter crouches behind it ready to ambush you. Rush him and take him out from up close with a Tanto attack. When the room is secure, press the button on the wall to call the elevator. Get in the elevator, press the up button, and ride it all the way up to the office floor. Go through the adjoining hallway from the foyer and find the double doors.

Duck down behind the aquarium for cover during this firefight.

Walk through the curtains into a lounge area. Note the two large glass aquariums—the bases can be used as cover after the glass tops have been shattered by gunfire. A group of Yakuza have kicked over tables in the next part of the room. Watch for the leader symbol over the head of one and remember to target him first. If you kill the leader, some or all of his men may surrender. The leader is carrying a new type of gun: the MP7, which is a big improvement over the Uzi. Grab it to practice with some advanced weaponry! Go through the gauzy door at the back of the room and a new goal appears.

GOAL: *Catch up with the runaway.*

This swordsman certainly fits the stereotype of a tattooed Yakuza assassin.

Follow the short corridor to a tall ladder leading up. Climb up the ladder. It leads you into another short hallway to brown double doors. Go through the doors to find your first swordfight of the mission.

This intimidating tattooed Yakuza swordsman uses these techniques against you:

- Jumping vertical downward strike
- Cloudsword overhead slash
- Diagonal downward slash
- Straight thrusts
- Vertical downward strikes
- Regular combos

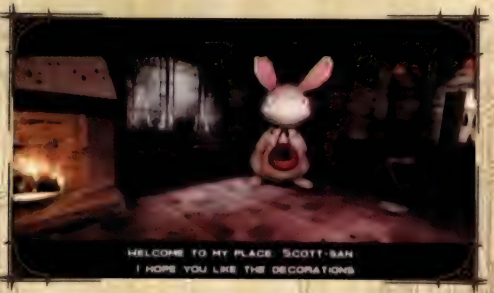
After his attack is parried, Daigoro is wide open for a devastating counterattack.

Daigoro is an average opponent, but nothing like what you've already faced up until this point. His attacks are well balanced and his defenses adequate; however, he is very susceptible to parrying and being thrown off balance. You have grand opportunities

to capitalize on this and counterattack with unforgiving combinations. If you've been training with Otori's daughter, you should have a very easy time executing some of the new techniques and combinations you've learned.

When Daigoro has submitted to your mastery, he allows you to talk to Tetsuo on his cell phone. Tetsuo tells you how few have survived a conflict with his henchman. He also says it's time to really put your skills to the test in his marvelous fighting games. With that, Daigoro puts a black hood over your head and leads you to the games arena.

THE GAME II



Tetsuo has a strange fascination with creepy, cartoon rabbits.

You are brought to a log cabin of sorts—it's more like a twisted movie set than anything else. It's very cozy with the fire going, but there is something creepy about the giant stereo bunny in the corner. Tetsuo's crisp voice cuts out of the speaker in the stereo bunny's belly, but someone's turned up the treble too high. He explains the fight rules: Conquer the challenges or you die. Seems simple enough, right?

GOAL: *Follow Tetsuo Misumi's orders to survive the contest.*

You must collect your .45 Caliber and the Tanto from the soda machine before leaving this room or you'll be defenseless.

You are the prey in this game, and many hunters in the field are waiting for their crack at you. Tetsuo directs you to the drink machine in the corner of the room, where, upon pressing the button, you receive your Tanto and the .45 Caliber handgun. Well, it's a start.

Jump out the window into the "snow" and look for the black curtain along the wall at the corner of the house. Walk through the curtain into the hallway beyond, which is blocked by a stack of boxes. Shoot the boxes to clear a path and continue down the hall. Around the corner you find an eerie life-size doll in a familiar costume—and it's holding your katana. Grab the sword and listen to Misumi's sharp voice crackling from the speaker in the nearby rabbit.

It's time to begin. This next room is something of a control room that you'll return to later after it opens up. Tetsuo explains that all you have to do in this stage is reach the exit on the other side of the large room outside this one. That sounds manageable.

GOAL: *Eliminate all the enemies and get to the bottom of the slope.*

This is a bunny bomb. Use these bombs against your enemies before they use them against you!

Jump out the hole in the wall and down onto the boxes below. Duck down between the boxes nearby and survey the area. You will see dark shapes running around: Those are the hunters and they're gunning for you!

You see many objects shimmering slightly in the shadows. Look for the telltale outline of objects that have an interaction ability associated with them. From this vantage point you should see the hat on the giant snowman, and several suspended bunny bombs. Creep far enough toward the giant snowman to shoot his hat. This resulting explosion sends the snowman's head rolling down the slope, killing one of the hunters hiding below.

Now turn back to face the center of the large chamber. Spot the hunter in the gondola and shoot the bunny bomb beside him to cause a fantastic explosion; that's two down. Look to the left of the gondola to a bunny bomb on the adjacent railing. Shoot that one, too. The explosion sends debris crashing down and kills another hunter far below; three down.

Now look up above you to the top balcony. Another bunny bomb is suspended over the balcony where one shadowy hunter may be hiding. Spot him first and make sure he has run up the stairs before you shoot this bomb. If he's on the balcony when the bunny goes off, then that's four down.

Shoot the bomb in the gondola car to eliminate the sniper hiding there.

The local resistance is beginning to thin out. Walk along under the building to get to the stairs by the giant snowman. Follow them up to the balcony where you just blew up the last hunter and collect the .45 caliber ammunition and the heavy flak jacket leaning up against the railing. From this high vantage point, you can see most of the arena. Look far below at the bottom of the slope. The telltale muzzle flashes give away the position of another hunter near the bottom.

Look for the bunny bomb above his head and shoot it to drop it right on top of him. The resulting explosion means only one thing: Five down. With a very keen eye, you can see just over the wall at the very bottom of the arena. Another bunny bomb is hidden away down there. If any hunters survive, blow up this bomb to clear the area.

Now move down the slope; the area should be clear of hunters and you can proceed safely through the hole between some stacked cargo containers to meet another one of Tetsuo's talking speaker bunnies. Tetsuo thinks you're a lucky rabbit and hopes you appreciated this "low level," but now he's going to turn up the difficulty.

Proceed into the reddish corridor past the talking bunny and watch for another of those creepy doll uniforms that the hunters wear. Actually, they're all wearing that costume in this next level so etch it into your memory!

Climb up the two ladders, then jump down into the elevator car through the roof hatch.

Take a left in the hallway and follow it into the high elevator shaft where you find an access ladder leading up. Climb up to the ledge and then up the next ladder. From there, you can jump down through the elevator hatch and access the hallway on this floor.

Now turn up the volume and watch the dolls go crazy! It's about to get freaky! Follow the hallway to the control room and collect the .45-caliber ammo from the doll's hand. Shoot the tape player to quiet the strange noises. More .45 ammo is on the control panel as well, so collect it before continuing.

Leave the office and head straight for the pop machine ahead. Suddenly it slides to the side, revealing an eerie secret passage that leads you past a collection of dolls. Approach the door under the red arrow at the end of the hall. The metal plate below you drops away and dumps you into a small room below.

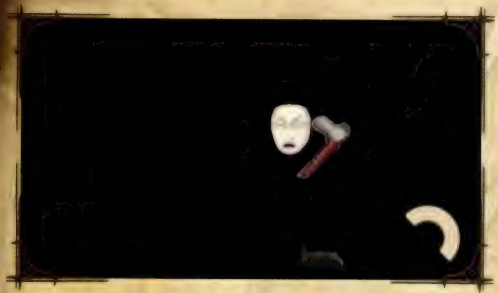
Pick your targets carefully; not every doll is a costumed hunter.

Turn quickly so that you're facing the thin gauze fabric hanging from the roof. Through the material you can see many doll statues, but oddly enough, some of them are running around with guns! Yes, the hunters are dressed in exactly the same outfits as the eerie pink-haired schoolgirl dolls. You must have fast target recognition or you'll end up wasting a lot of ammunition on inanimate objects. Jump down to ground floor. One of the dolls is yelling at you. Use the nearby boxes as cover and take out any hunters you spot stalking you from the next room. At least three are in this area, and they're heavily armed, to boot. When they're dead, collect their weapons. You should end up with at least a Type 89 machine gun or an M4 Shotgun. Search the rest of the area and then proceed toward the door with the green arrow atop it. This leads to a dark corridor and another of Tetsuo's speaker bunnies. He says that you should find the switch and turn the power back on, if you can manage to stay alive that long.

Tetsuo's game is getting creepier by the minute.

At the T-intersection in the corridor, go to the left and check out Tetsuo's collection of dolls blocking the corridor beyond. They look very lifelike in this light, don't you think? There is no way through here, so go back to the corridor's T-junction at the bunny and continue going straight. The darkness here gets thicker, and spooky glowing rabbit heads line the corridor.

Halfway along is a very dark passage that splits off to the left. That's where you must go. Reload your weapons and prepare for a spooky firefight in the dark! Go past the cobwebs at the beginning of the dark corridor and note the glowing white orbs ahead—wait, those aren't orbs. They're masks and they are being worn on hunters' faces!

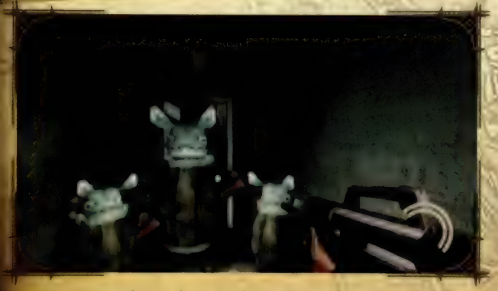


If you get close enough to these spectral hunters in the dark, use your Tanto attack for a quick and fatal resolution. This one turns his back and runs as soon as he's attacked and almost completely disappears into the darkness.

Walk right up to the first hunter in the mask on the left and take him out with a melee Tanto attack. If it doesn't finish him off outright, he sprints for the door. These guys are dressed in all black, so all you can see are their glowing face masks. Watch for the masks to pop out of the shadows and use them as markers for where to fire.

Kill the two masked hunters and follow the green light into the next corridor. Watch for two more masked hunters in the hall and at least three more in the adjoining room. Use the many pillars and tall crates here as cover. If you get in a bind, duck down to heal or reload and put your back in a corner. When the area is clear of hunters, walk to the far end of the room opposite the green light and the two dolls. There you'll see a reddish hue coming from a hatch in the ceiling.

GOAL: *Restore the power.*

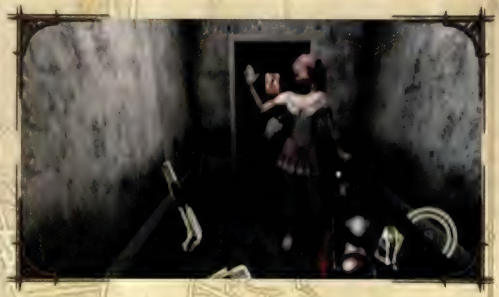


Don't stand too close to this rabbit when it goes off.

This is the blocked hallway you saw. Climb up the tall ladder that leads into a control room where the power switch is located. Flip the switch on the desk to complete the objective. Tetsuo's voice again crackles out of the stereo bunny's belly. He tells you to get back to the arena for the real fun to start. Before you leave the control room, look in the back niche and collect the heavy flak jacket there; you're going to need it. Search the corridor outside the room and note how it's lined with bunny barrel explosives. The one larger barrel at the end of the hall blocks the doorway: Back up a ways and blast it to cause an explosion and open up the doorway to pass through it.

Now work your way back through the hall to the elevator, which is now running. It automatically takes you back to the service corridor leading to the arena.

GOAL: *Use the cable cars to go up to the panoramic restaurant.*



Collect all the gear from the hallway's dead end before riding the cable car down to the next level.

The bunny at the arena doorway tells you the only way up is to take a ride in one of the cable cars. That's easier said than done, however. Explore the area at the bottom of the cable car ride to find a few more black-suited masked hunters. Eliminate them and find the AE Sniper Rifle lying near the wall. With this gun, you can easily clear the area at the top of the slope. The ammo is likely to be very limited, however, so make all your shots count!

There are usually four hunters at the top of the slope, and at least two of them are snipers. Be very cautious sticking your head out from behind objects while looking around. Walk up the left edge of the slope, against the wall, and

watch out for falling explosives. They come from an unknown source and pepper the slope with colorful concussive bursts that do a lot of damage if you're too close to one when it goes off.

For having such colorful costumes, these dolled-up hunters can be surprisingly stealthy.

At the top of the slope, collect the ammo from the fallen hunters. Check the balcony above the lower slope for enemy snipers before getting onto the cable car for your trip to that area or you're a sitting duck with nowhere to go. Before taking a ride in the cable car, head back into the main building here and go past the green arrow. Follow the hallway to its end and collect the grenades and M4 ammo there. Then go back out to the arena and get into one of the cable cars when it stops at the top balcony.

Jump out at the other side and immediately set your sights down the path to the dolled-up hunters firing at you from the other end. There are probably about six of them running around this level with Uzis and M4 Shotguns, and they'll file in from the far end of the level to rush you. A few well-placed grenade throws can do wonders to thin their ranks while you mop them up with the M4.

This ski suit-clad ninja has to remind you of a superhero!

This level is the panoramic restaurant. Watch out for the far end of the restaurant where one doll hunter may be hiding behind a desk near the wall. Now turn around and check out the green arrows in the floor: all of them point to an area in the middle of the restaurant. Approach the stereo bunny and Tetsuo beckons again.

Suddenly, from behind you a colorful ski ninja appears! This slope-stylin', dayglow ninja is possibly one of the easiest sword-wielding opponents in the game. He uses the following techniques:

- Diagonal slashes
- Vertical downward strikes
- Straight thrusts

Don't let up. Keep the pressure on him and this fight is over quickly!

Take the fight to him straightaway. Keep the pressure up with quick horizontal slash combinations while circling around him and there is nearly no chance he'll recover any momentum during this fight. When he submits, step into the green glowing area and watch for his purple cohort to appear behind you.

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The purple ninja isn't half as skilled as his green cohort. Practice your more complicated combos on this fighter to defeat him with style.

This purple ski ninja is almost identical to his brother, with the exception of his suit and his improved blocking style. Against you he uses these techniques during this battle:

- Diagonal slashes
- Vertical downward strikes
- Straight thrusts

Mercy or vengeance?

It's likely you won't even see his attacks if you pull out your best combos during this fight. If you hadn't noticed yet, these guys are fighting with toy swords that don't do much damage even if you are hit by them. Subdue this second costumed ninja, then run up the ice tunnel nearby to access the previously locked doorway. To complete this section, follow the ice tunnel that leads from Panoramic restaurant up to the door with the green arrow above it and proceed through.

THE GAME III

GOAL: *Follow Tetsuo Misumi's orders to survive the contest.*

Collect the gear in the hall before proceeding to the next area.

Tetsuo is going on about catching a train and melting ice. What has he got in store for you now? The talking bunny sends you down the hall to the door at the end. The short hallway here has Type 89 and a light flak jacket near the doll statue. Collect them before heading out into the next area.

GOAL: *Find the key hidden in the ice flow.*

The key to the exit door is hidden in the igloo.

In the next room, the arctic area is split up into thirds by short walls. In the first section, the ice floes hold guns and grenades. Look for the short "ice" chuck near the wall to jump up onto the rest of the ice floe chunks. Bounce across from one to the other to collect the ammo and grenades, then jump down into the next freezing section.

Many dolled-up hunters are running around with shotguns and Uzis. They will jump over

the short walls to come after you, so don't expect to hide from them for long. In the middle section, use the crates as cover and eliminate the hunters in this area. Then jump across the last short wall to the igloo. Go around back and through the doorway into the igloo to get the key for the locked exit door marked by the green arrow. If you can find one, take an M4 Shotgun with you into this next section.

If you don't shoot the five bunny bombs along the track, you won't live long enough to see the sun.

In the next room, you find a space ride. Grab the Type 89 ammo, if you're using that gun, from beside the UFO saucer and jump into the ride. Tetsuo tells you it's time to get rid of your fellow rabbits if you want to stay alive.

This ride takes you along a track at increasing speeds. Your UFO ride approaches bunny bomb after bunny bomb suspended above the track. If you don't shoot them to blow them up before the UFO ride reaches them, they'll explode on contact and end your ride for good! The most important thing before starting the ride is to reload your weapon. The M4 Shotgun is the most effective weapon to use in this stage, but any weapon will do in a pinch. There are five bunny bombs suspended above the track that you must shoot before you crash into them.

At the end of the ride, exit the UFO and go through the nearby corridor. Jump up and over the stacks of boxes in the hall and drop down into the next area. You see some strangely costumed people run for the far door and Tetsuo asks if you like big monsters.

GOAL: *Find the key in one of the eggs.*

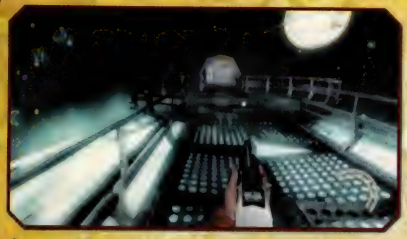
The key to the exit door is found in one of the giant dinosaur eggs.

Walk past the stereo bunny and through the nearby door into what seems to be a mock-up of a prehistoric jungle, complete with giant dinosaur eggs. The eggs hold surprises, which includes a heavy flak jacket in the first egg on the right from the entrance. However, in others it could also be a hunter dressed like a cartoon dinosaur and wielding an M4 Shotgun.

Because the tall plants on both sides of the tracks block your vision and obscure details of things across the room, stay in the middle area near the tracks and use the short walls as cover. Shoot all the eggs and slowly eliminate all the dinosaur costume-clad hunters before venturing into the "jungle" to collect your rewards.

On the left side of the tracks (if you're facing the exit door), you find inside one of the eggs a doll statue holding a light flak jacket. Collect the jacket and destroy the other nearby egg to collect the exit key from the grasp of another doll statue. Take the key to the exit door marked by the red arrow. Unlock the door and go through to the access hallway beyond. Follow the hall to the end and the doorway marked by a green exit arrow. The door opens out onto a space-age catwalk surrounded by galactic special effects. In the middle of the platform, you're attacked by two masked ski ninjas!

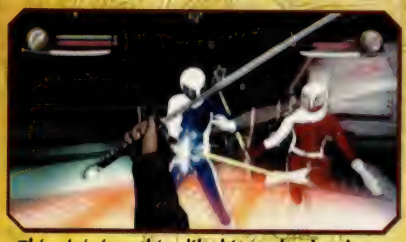
Boss Battle



There's the exit, but it's far too quiet on this stellar platform.

The boss battle in this mission is a doubleheader! The two ninja fight consecutively against you starting with the blue-suited ninja. The blue ninja attacks first with:

- Vertical downward strikes
- Two-handed upwards diagonal slashes
- Jumping vertical downward strikes
- One-handed low backhand slashes
- Cloudsword slashes
- Basic combos of all of the above



This ninja is nothing like his weaker brothers.

The first two ninja you fought earlier in this mission were meant to trick you into believing these guys were complete pushovers. This first boss ninja is nothing of the sort. With a full complement of offensive moves, he won't just stand there and take a beating. In fact, he can hold his own in this fight. However, his defensive skills are somewhat limited and your best strategy is to overwhelm him with powerful combination techniques.

The red ninja has dodging down, but his offense is much weaker that that of his blue-clad brother.

The red ninja, possibly out of respect, holds off on attacking until his brother is done with you or until you've beaten him. When the red warrior does attack, he comes out swinging with:

- Vertical downward strikes
- Diagonal slashes

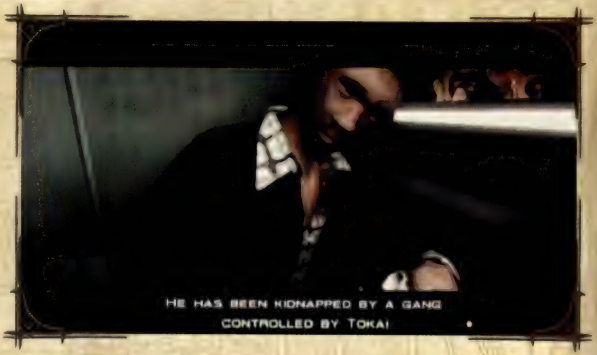
This red ninja is more like the first of the two ninja you defeated earlier. His complement of moves is much smaller than the blue ninja's, and his defenses are not as well developed. Subdue this boss by attacking with quick combos of horizontal left and right slashes and vertical up and down cuts while circling around him to end the fight quickly. When this battle is over, continue across the catwalk to the door in the far wall. This ends this mission.

THE HARBOR

HARBOR 1

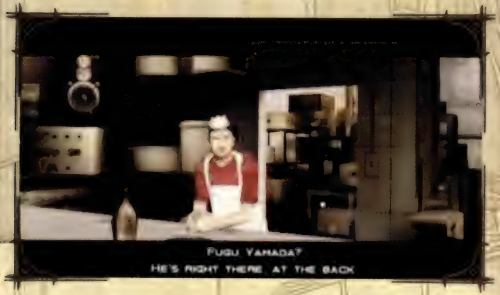
Back at Harry's bar, talk to Bunta Fusaku, who sits at the bar next to Takashi. He tells you how their problems started recently when his boss, Inoue Makoto, was kidnapped by one of Tokai's gangs. Makoto is being held somewhere near the fish market.

You must explore the harbor and free Makoto. When you arrive at the sushi restaurant, Harry calls to tell you that the entire harbor is being taken over by "Fugu" Yamada's gang, right after Sato disappeared. Harry says you can catch Yamada at his favorite sushi bar, as he's not lying low anymore.



Bunta's boss, Inoue Makoto, has been kidnapped by a gang controlled by Tokai.

GOAL: *Interrogate "Fugu" Yamada to find out where the sector's true boss, Inoue Makoto, is being held.*



The sushi chef seems polite enough, but he warns Fugu about you when he walks into the back.

When you ask at the counter, the chef walks into the back room to talk to Yamada and the action starts immediately. Both cooks pull weapons and Yamada makes a run for it. Duck down below the bar for cover and use it to take out the two cooks. Then jump across the front counter and go into the kitchen. The doorway in the back of the kitchen leads into a supply room. Hit the switch on the wall to open up the cargo door and exit out into the alley behind the restaurant.

Shoot this truck immediately to eliminate all the Yakuza that arrive with it.

Watch for a large cargo truck to pull up and unload a small army of Yakuza. They scatter to nearby cover and you should, too. Get behind one of the large garbage bins and then peek out to put a couple of rounds in the engine of the cargo truck. The ensuing explosion should take at least a few Yakuza down. Continue past the truck and look for more Yakuza to rush to attack you from up ahead in the alley.

Take out the Yakuza in the office through the window.

It isn't just the Yakuza on the ground that you must deal with; find the two shooters in the back of a nearby truck. Fire on the truck to blow it up and eliminate the Yakuza in the back. Continue along the alley until you reach the office on the right-hand side. Go in and collect the light flak jacket from the top of the copier. But watch out, as more Yakuza are firing from the opposite side, outside the office. Use the office as cover and let some of them come to you. If any of them approaches the truck in the far distance, you know what to do.

End this battle quickly to continue the search for Makoto.

Continue to the alley's far end. A bald, sword-wielding Yakuza attacks from the nearby entrance. He is positive that this is the end for you, but he's just talking trash. He uses the following techniques against you:

- Diagonal slashes
- Straight thrusts
- Vertical downward strikes
- Basic combos

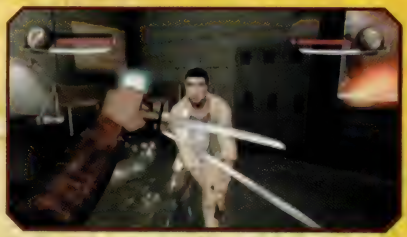
This battle should be over very quickly because the Yakuza is not skilled enough to get through your significant defenses at this point in your training. Destroy him quickly, or take your time and hone your sword skills until he submits.

Shoot out the windows to get out onto the balcony and into Fugu's office.

Move into the nearby building through the entrance the guy came out. The stairway inside leads up to an office where two Yakuza open fire as soon as you enter. Jump out the window onto the ledge outside and walk along to the next office. Shoot out the window and jump inside to find Fugu, who has reached for his sword just in time.

Boss Battle

Even in defeat, Fugu may get the last laugh.



Fugu is much more a defensive fighter than an offensive one.

GOAL: *Defeat Fugu to make him talk.*

Like a cornered animal, Fugu knows he's in trouble, but he still thinks that talking trash will help him out of this situation.

Fugu isn't much of a trained fighter. He uses the following moves against you:

- Two-handed diagonal uppercut slashes
- Jumping downward vertical strikes
- Diagonal slashes
- Vertical downward strikes
- Straight thrusts

The first two (the two-handed diagonal uppercut slash and the jumping downward vertical strike) are his power moves: Watch for the red tracers behind his blade that give them away. By now, you should know not to attempt parries against power moves, but anything else is fair game. Fugu is not an offensive fighter; in fact he executes primarily single attacks and very few combos, if any. Defensively, he has moderate blocking skills but is only rarely able to pull off a counterattack out of a parry. When he submits, he tells you that if you let him live, he'll take you to where Makoto is being kept.

Fugu unlocks the private pier door for you after his defeat.

Follow Fugu back through the offices and out into the alley. He leads you to a locked access pier where a boat called *Saketemaru* is moored. Fugu opens the lock and lets you onto the pier, then leaves you to it.

GOAL: *Follow Fugu to find where Makoto is being held.*

HARBOR II

GOAL: Find where Makoto is being held in the ship's hold.

Does Saketemaru mean anything close to "suspicious" in English?

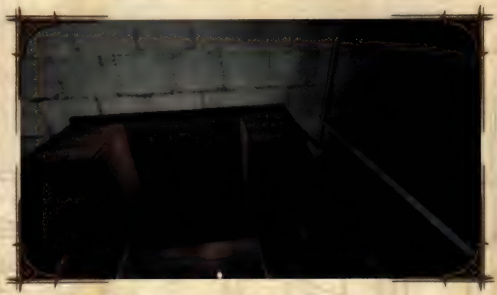
When out on the pier, be careful going around the corner. A gang of Yakuza is at the pier's far end and when you get to about the middle, they attack. Look for cover in the crates on the left side opposite the boat. Duck and take cover; wait for several of the Yakuza to come close before you blast them. There are multiple explosive barrels on the pier that explode with gunshots, so use them to your advantage when clearing the pier of enemy resistance. Keep moving along the length of the boat until you find the stairway leading up and inside the boat itself.

It could be the fish, or does something else in here smell like a trap?

Strange, but once you're in the boat, you see a guard die in front of you and you didn't kill him. As you move through the boat's corridors, doors start slamming around you. Something funny is going on here. Keep going. Eventually you end up in the freezer and the door locks behind you. The cold air rushes in and it seems like this could be the end.

HARBOR III

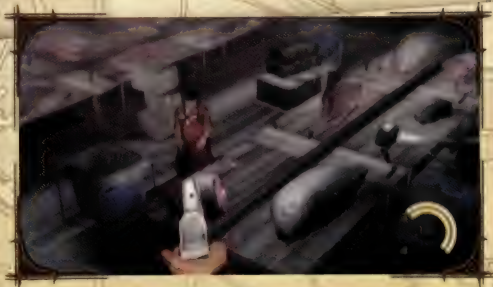
GOAL: Find a way to get out.



You must be facing the desk from the front to kick it over.

You regain consciousness and hear men talking outside the freezer—they have the Katana Giri! You must find a way out of here fast! Kick over the desk and jump down through the hole in the floor. The access tunnel below the floor leads to a ladder. Climb up and then jump down into the office below. You hear some men talking about someone named Jintaro, who is holding your Katana Giri—that's the person you need to find. Collect your Tanto and .45 Caliber from the desk and shoot off the door lock.

GOAL: Retrieve the Katana Giri and leave the factory.



Shoot the dolly engines to take out some of the fish workers in the explosions.

Explore the hallway to find double doors leading into a fish packing area. Don't go in here; instead continue along the hallway and ascend the stairs to the balcony overlooking the same area. From up above, you can get clear shots at almost the entire room. The most important targets are the engines of the motorized dollies. Blow them up to kill any surrounding enemies. When you jump down onto the main floor, more Yakuza rush the room.

Close-quarters firefights against enemies with Type 12s are not a good idea; use any cover you can find, including the doorway, to improve your chances.

Clear the area and go up the nearby stairway into a small snack room. The two Yakuza inside put up a bit of a struggle, but you can handle them. Collect their guns, if needed, and proceed through the far door and down the stairs. In the service corridor below, many white-suited workers and guards pull out guns. Work your way down the corridor to the corner office. There, another gang of Yakuza rush the area and some take cover inside the office. Shoot out the glass of the office in case you need to cut the corner and take shots at targets on the other side of the office and down the hall—a powerful zoom works wonders here.

You must turn on the power before this switch works. Remember this location, as you'll come back to it soon.

Grab the light flak jacket from the desk in the office and continue down the service corridor. Clear the entire area while collecting as much ammo and grenades as you can find. At the end of the corridor, you find a control box to lift the metal grate, but you must first find the control room to activate the switch. Off to the right is a hallway that leads through metal double doors and into a locker room. The doors on the far side of the locker room then lead to another fish-packing area.

These large tuna make great cover until they're blasted with several rounds of gunfire.

This long room is used to hang large fish while they are being cut up and processed. Although you can take cover behind a 500-pound tuna, too many bullets tear the fish apart and reduce the cover to nil. This works against your enemies as well, who also seek to find cover behind the giant fish. Shoot at the tuna to destroy the cover and target the Yakuza hiding behind it. Clear this room and go up the stairs on the far side to the office.

The hallway behind the office leads to a balcony overlooking the server room. Watch for

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the leader of this gang of Yakuza and target him first to make this fight much easier. Lob a few grenades down onto the main floor and watch the carnage occur. When the room is clear, search the room and note the locked gate to the storage area. You'll come back to that when the controls have been activated. Go through the door at the back of the server room and find the switch on the desk in the control room.

CAUTION

To obtain the key to unlock the storage area, you must spare the life of either the leader in this room or the leader in the next room.

Getting back through the processing plant is only slighter easier than getting in was.

Now that the power is on, go back into the server room and collect the rewards, including a heavy flak jacket and grenades from the storage area.

Backtrack up the stairs and out into the fish-processing room. More Yakuza have tracked you to this spot and attempt to stop you here. Eliminate the leader of this gang to convince his men to give up. When the area is clear, continue through the far double doors into the locker room and follow the corridor all the way back out to the switch at the metal grate.

Collect the grenades from the crate along the far left wall, but watch for a Yakuza with a shotgun who tries to ambush you from around the other side.

Hit the switch and go through the sliding door into a larger processing and storage area. Look along the far wall near a stack of crates for a small collection of grenades to help clear this area. Keep advancing toward the bright lights at the far end of the room and through the small horde of Yakuza here. At the room's far end, you find another metal sliding cargo door and a switch. Activate the switch to open the door and meet Jintaro, the temporary holder of the Katana Giri!

Boss Battle

Jintaro is an excellent swordsman. Can you defeat him with a fish cleaver?

Jintaro has no idea what he's gotten himself into. He jokes about you thinking you can gut him like a fish, but in reality, your skills now outmatch his, even fighting one-handed—if you're in the zone. Jintaro uses the following techniques against you:

- Two-handed diagonal uppercuts

Boss Battle cont.

- Cloudsword overhead swinging slashes
- Vertical downward strikes
- Jumping downward strikes

For his size, Jintaro has amazing speed with his parrying and dodging.

Jintaro has excellent parrying and dodging abilities against most regular, single attacks. He is very susceptible to counterattacks after you've dodged his power attack and made him vulnerable. Most of Jintaro's moves are power attacks, and he is a bit slow on the execution. Sometimes it's easier to attack him as soon as he starts his attack technique and beat him to the punch, rather than let him continue and try to react after he's got his full momentum. Try both strategies to find the one that works for you. Force him to submit in order to get back the Katana Giri

Jintaro finally pays respect where it is due and gives back the Katana Giri.

When he is defeated and spared, Jintaro admits that you are wise and merciful and fight like a true Samurai. He now knows that you are without a doubt more worthy of the Katana Giri than he is. He says the prisoner you're looking for is still being kept on the boat. Find the switch hanging behind Jintaro and activate it to raise the metal cargo door. Follow the passage to end this section.

HARBOR IV

Parry this enemy's attacks to keep him unbalanced and unleash your best combos against him while he's still stunned.

Leave through the second metal cargo door by hitting the switch and proceeding out onto the pier once more. It's dark now and around the first corner a fish packer attacks you with his makeshift sword. He uses these techniques against you:

- Cloudsword overhead slashes
- Diagonal slashes
- Straight thrusts
- Vertical downward strikes

This guy fights better than the ski ninja who fought for Tetsuo in the games district. Your opponent's attacks are easily parried, but try to use combos as counterattacks rather than single techniques to make it harder for him to parry them.

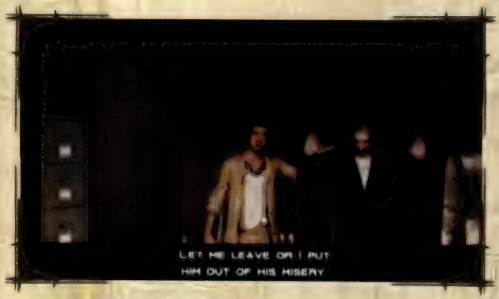
After he has submitted, move down the pier toward the boat. The pier is crawling with Yakuza again, but they're nothing a few grenades and explosive barrels can't fix.

You can clear this entire boat with Tanto attacks if you play your cards right. Just keep taking the fight to them fast before they can get accurate shots at you.

Go all the way to the stairway leading up into the boat. This time, you catch the guards unaware and launch a full-scale assault against them. Be mindful of guards hiding behind doors waiting to surprise you. Work your way through the rooms of the main deck level and collect the heavy flak jacket from the table in the mess hall. Pick up the grenades on the sink in the kitchen. Nearby, you find the stairs leading down to the lower decks.

A few grenades tossed into the drug lab are a great way to get the party started!

In one of the holds of the boat, you find a large drug processing plant. From the balcony above your enemies, rain down lead and grenades to wreak havoc on their operation. Explosions in the drug lab are very dangerous but effective. Use the glass railing as cover, or duck back into the doorway behind you when you need to heal or reload. After you've cleared the lab, follow the balcony to the end and another set of stairs leading down into the lab. Find the light flak jacket and grenades on the tables and then proceed to the door in the far wall. In one of the back rooms you find Fugu. The dog has resurfaced to hold Makoto hostage at gunpoint.



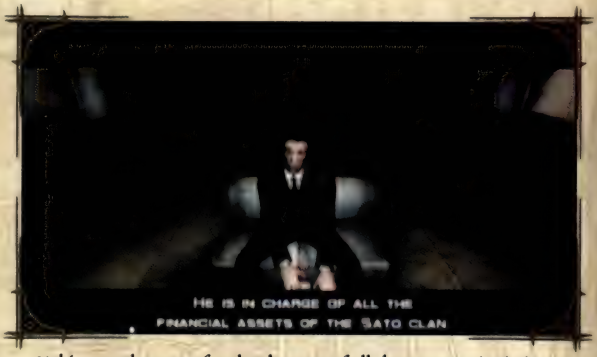
Fugu wants out of the boat and plans to negotiate with Makoto's life. His plan isn't going to get him far at all.

Fugu's proposition obviously didn't sit well with Makoto, who nails Fugu to cause a distraction. As soon as you get a clear shot at Fugu, take it. Makoto dodges out of the way and his captor goes down for good. Makoto owes you his life and plans to return to the Sanro Kai with you.

FINANCIAL DISTRICT

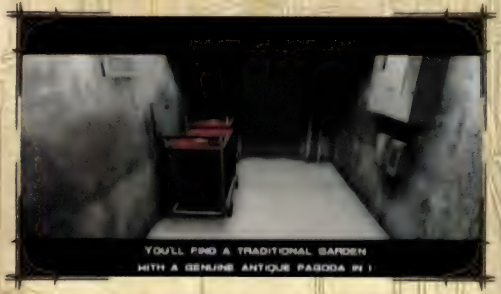
FINANCIERS

Talk to Yukio Kitamura, the member of the Sanro Kai who is sitting down in the bar working on his laptop. His boss, Kenzo Chiba, is in charge of all the financial assets belonging to the Sanro Kai and is understandably one of the most influential members of the organization.



Yukio sets the scene for the shortest of all the Sanro Kai missions.

For unknown reasons, Chiba has partially allied with Tokai and is constantly surrounded by Tokai's people should he...change his mind. You must get to Chiba and convince him he's been wronged by Tokai. It will be very difficult to get close to Chiba, he says, but Yukio is open to being proven wrong.



Harry calls to give you the 411 about Chiba's tower.

Harry calls just as you get inside Chiba's tower. A traditional garden with an antique pagoda in it is on the top of the tower—this is usually where Chiba is found these days.

GOAL: *Look for Kenzo Chiba's office at the top of the building.*

You're spotted by Tokai's man as soon as you enter the lobby.

From the access corridor you come into a back service hallway. Go through the only door ahead into the adjacent office, then proceed through the next door into the main lobby. Immediately, you're attacked by a sword-wielding Yakuza whose offensive techniques include the following:

- Vertical downward strikes
- Diagonal slashes
- Straight thrusts

This poor guard had no idea the Western Samurai was about to ruin his night. His very basic defensive and offensive sword skills will leave him regretting skipping classes. Use this brief fight to practice your more difficult combos in combat.

After this Yakuza submits, go and collect the revolver from the reception desk in the middle of the room if you prefer a smaller weapon. Ascend the stairs to the second level and find another revolver on the machine at the top of the stairs.

Go back downstairs and through the double doors leading into a bright, wide hallway. At the end of the hallway are sliding glass double doors. The next room is the main ground-floor office.

You must collect the keycard from the Yakuza leader in the office to get past the next locked door.

Inside, retrieve the ammo from the first desk if you need it and run toward the short wall at the far side of the room. Almost immediately, you're spotted by the guards and they attack. Keep your head down when you reach the wall and watch the stairs in the middle of the room to make sure no one flanks you. Back up far enough to see over the wall and systematically eliminate the several Yakuza shooters who are trying to get a clear shot at you.

Watch for the leader of this group—he's carrying a valuable keycard that you need to access the next area. Go up the stairs and collect the keycard, but you had better hightail it to the nearby wall on the left side. Another Yakuza shooter on the stairway above this area has a clear line of site down to this level. He may end up running down the stairs to come after you, so be prepared with your gun reloaded should that happen.

Toss grenades to the far end of the balcony and down below to the main floor. They will help clear out the entire lobby even before you get into the thick of this inevitable firefight.

Walk up the stairs and along the brightly lit hallway all the way to the double doors at the far end. These doors lead to one of the locked doors from the upper balcony in the lobby. As soon as you reenter the lobby, though, a horde of Yakuza take notice and take aim!

Stick close to the walls and make your way around the balcony, eliminating the Yakuza on your level. Only when the balcony is clear should you start picking off the targets down below on the main floor. A well-aimed grenade thrown to one end of the balcony or down below makes quick work of several enemies. If you get in a bind and need cover, use the two machines on either end of the balcony level as cover.

When the balcony is clear, you should have a much easier time clearing the main floor of enemies. The keycard you collected upstairs unlocks the door behind the reception desk. Go through the door and find the staff hall leading into the management office. The leader of this group is visible immediately, so try to subdue him, and his cronies may follow. Collect the heavy flak jacket from this office before proceeding.

They only sent one swordsman to guard the elevators? Quite an oversight on Tokai's part.

Follow the adjoining hallway into the grand foyer. Here you meet your second Yakuza swordsman of the mission. He wants to know who you are, but there really isn't any time for small talk. This guard uses the following:

- Cloudsword overhead slashes
- Diagonal slashes
- Vertical downward strikes
- Straight thrusts

This guy is much better trained than the first swordsman you ran into (and subsequently ran right over). He has a small collection of regular offensive techniques and one power technique: the Cloudsword. You're safe parrying often against him because even if you occasionally accidentally parry his power move, it won't threaten your success in this battle (despite the consequential damaging effects on your blade integrity).

This opponent's speed is medium and your quick attacks can usually hit their target even before he completes his swings. Strike hard, strike fast, and this one should be over soon enough.

After he submits, head for the elevator. Call it down via the button, get in, and send it skyward.

Use the large rocks throughout the garden as cover to avoid sniper fire coming from the enclosed balconies on either side of the garden.

At the top of the elevator, you meet the welcoming committee in the executive offices. Watch for the one guard with the shotgun—he is the most immediately dangerous opponent. The Type 12 or the M4 is highly recommended for this level, so try to have either of these in your current arsenal.

Continue advancing down the hall and through the office. A guard attacks from the nearby open glass double doors; eliminate him and follow the access hall nearby to the rooftop garden.

You must be really high up because a 767 flies precariously close to the top of the building while hidden snipers start taking dangerously accurate shots at you from the distant balconies. Follow the stone path and use the garden rocks as cover while you run to the garden's opposite side. Kill the snipers if you can get clear shots at them, or just find the door back into the building and follow the ornate hallway that leads directly into the president's office.

Boss Battle

Chiba's personal bodyguard can't let you proceed any farther.

Kenzo Chiba's personal bodyguard is a very polite man; he even apologizes for not allowing you to go any farther! Don't be fooled by the suit however, his skills are complete!

- Jumping vertical downward strikes
- Cloudsword overhead slashes
- Power vertical downward strikes
- Diagonal slashes
- Straight thrusts
- Basic combos only

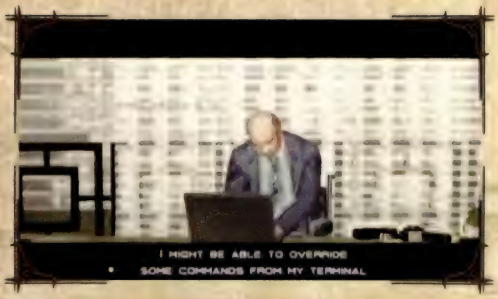
If you find that hitting him before he executes his attack isn't working, fall back on the dodge-and-counter strategy that works so well against even accomplished swordsmen.

The bodyguard's defensive abilities are host to quick counters with diagonal slashes and solid blocking and dodging skills. Your timing must be right to catch him off guard, but the best time seems to be right at the start of any of his attacks. Attack as soon as you see him launching into any of the top three power moves in the list to score a hit. Alternately, you can play a successful defensive game against him as well. Wait until he is executing a strike and dodge to the side and counter with quick combinations.

You wouldn't kill such a polite and respectful opponent would you? The respect you gain from letting the bodyguard live might just pay off in the end.

Offensively, this boss relies primarily on power moves, with a peppering of regular moves that act mostly as counters against your attacks. He uses only basic combos, so you need not fear being overrun by an overly aggressive combatant.

When he submits, his poise is second to none. He asks politely if you would be kind enough to spare his life—the Respect Points are worth it, and he does seem like a nice guy.



Your obvious prowess wielding Sato's blade has impressed Chiba. He's convinced that Sato is acting through you, but he needs time to deactivate security and let you out of the building!

Chiba says you wield Sato's blade like a true warrior, but he cannot understand how such a thing would come to pass. He must accept that Sato acts through you now and so he shall listen to your plea. Suddenly an alarm goes off and Chiba explains that someone has armed the general security procedure: the building is going into lockdown! Chiba needs you to hold off Tokai's attacking squads long enough to open an escape route for you.

GOAL: *Hold your ground and protect Kenzo Chiba while he unlocks an exit.*

Use the AE Sniper Rifle here for maximum effect. Your marksman skills had better be up to the challenge if you want out of here alive!

Gunfire starts raining down on you and Chiba from the multiple balconies that ring the levels above the main floor. Retrieve the AE Sniper Rifle and the Type 12 if needed and start picking targets! Approximately 12 attackers start on the second floor and slowly work their way down. Only a few should make it to ground floor, if any! This is a true test of your marksmanship. A lot of ammo is lying around behind Chiba's desk, so run for it when it's required. After the last attacker lies dead, Chiba manages to get the exit open.

Collect more AE ammunition when you reach the enclosed sniper positions on the balcony.

Leave via the door behind Chiba's desk. Follow the hallway to one of the sniper posts at the sides of Chiba's private rooftop garden. As you reach this point, a timer starts counting down.

GOAL: *Leave the garden before the area is blocked off.*

Time is counting down, but you can still choose to either eliminate the Yakuza snipers on the garden's far side and run when it's clear, or make the run to the far side while dodging their fire and take some extra time to do it.

You have 240 seconds starting now to get across the garden through sniper fire and escape. This is a very difficult section: You must either spend the precious seconds eliminating the snipers on the far side of the garden to clear the way and proceed safely, or else dodge their gunfire while running from rock to rock through

the garden to get to the other side. Both tactics have potential for success but your choice depends how you're feeling.

Much of the last firefight in the lobby can be fought from the cover of the doorway or the first couple of pillars. Don't run out into the open lobby until many of the remaining Yakuza are dead.

The rest of the mission is backtracking. Get across the garden to the service corridor, blast through any remaining Yakuza opposition in the upper-level office, and then go to the elevator.

When you're back on the ground floor, run across the foyer to the corridor on the opposite wall. Continue through the next office and the following hallway that leads back out to the main lobby. A new gang of Tokai's Yakuza guards the way out now, and they're right smack between you and the exit. Use the doorway into the lobby as cover and systematically eliminate every Yakuza in the room until the mission is completed.

TREASON!

After you complete the last of the four Sanro Kai missions, you end up back at the Dojo. As you leave, Mariko gives you something to take with you: her lucky charm. She tells you that you need the protection, and that Miyu is a lucky woman to have a true warrior to protect her. You leave the dojo and go back to Harry's bar. When you get there, a new objective is cued.

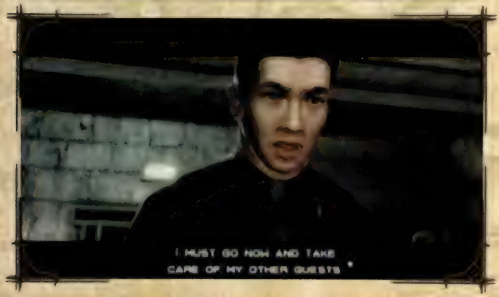
HARRY'S BAR

GOAL: *Meet up with Harry and the Members of the Sanro Kai in the conference room.*

Go into the bar and up the elevator to find Harry in the tatami conference room. Harry is there waiting for you at the door and he tells you go in—apparently you're expected. Inside, you have the pleasure of meeting Tokai himself, and just when it couldn't seem worse, Harry pulls a gun on you and knocks you out.

Harry turns to the dark side and joins forces with Tokai.

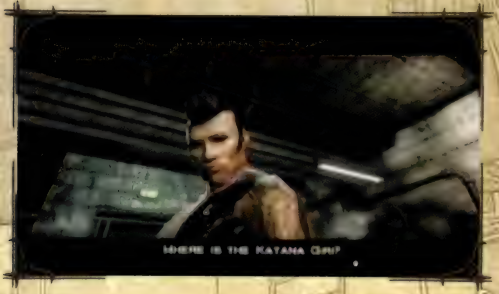
TREASON I



Tokai has the Sanro Kai held hostage!

When you regain consciousness, Tokai asks if you're comfortable but something tells you he's really not that concerned about your well-being. Tokai has quite a story to tell, but it's his guard in the background who should concern you. Tokai wants you to tell Dozan where you've hidden the Katana Giri. Dozan beats you up looking for answers, and when he finally needs a break, he leaves the room for a moment.

GOAL: *Find a way of escaping and find a weapon before Dozan comes back.*



Dozan looks tough from this angle but soon he'll be begging for mercy!

GOAL: *Find a weapon before Dozan comes back.*

You're free to move around while Dozan is out of the room. Search the far corner of the room behind the boilers to find a Bokken, a wooden sword. Just then, Dozan returns and you must fight your way past him. Dozan is an intimidating opponent; however, his fighting style is fairly simple and includes the following techniques:

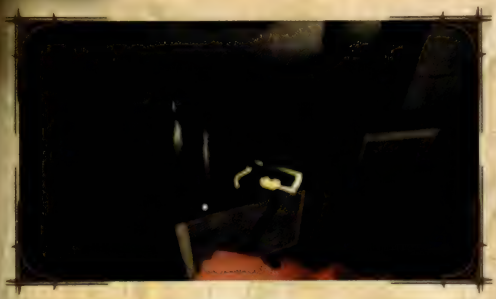
- Cloudsword overhead slashes
- Vertical downward strikes
- Two-handed diagonal uppercuts
- Diagonal slashes

Dozan tells you about a secret weapons cache in the cellar.

Dozan has excellent blocking skills and is fairly mobile, which makes for quick dodging. So, defensively, Dozan is quite solid. In offense, though, he lacks a large complement of moves. Attack him with constant combos. Even if he dodges, you're likely to score a hit as soon as he stops moving. Of course, the tried-and-true method of dodging and following up with various counterattacks works like a charm here.

When Dozan submits, he really submits. Not only does he beg for his life, he also tells you about a secret cache of weapons in the cellar next to the shooting practice.

GOAL: *Find a way of escaping.*



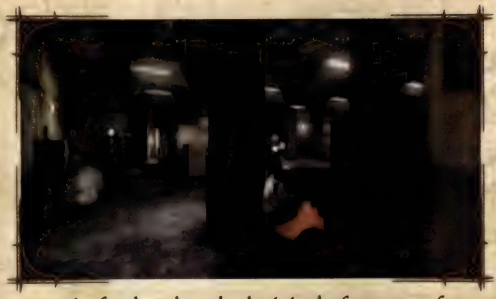
You get a new weapon!

Leave the room and retrieve the M40 handgun from the box in the next room. Look for the access tunnel leading to another doorway below this room. Proceed through the door and find a lock on the wall.

GOAL: *Get a pass for the elevator.*

You must collect the keycard from the Yakuza leader in the nearby room to pass beyond this locked door and access the elevator.

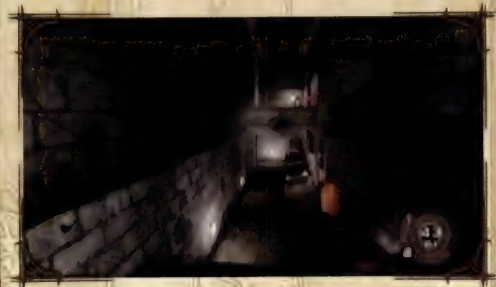
Explore this hallway and find two different pairs of double doors leading to a large room. Through the second pair of doors, you may be able to see the leader of the group at the far end of the room and a few of his gangsters at this end. Go through the doors ready to fire and try to take out the leader fast: Head shots count! With the leader gone, the gangsters break up or surrender outright, which makes your current challenge so much easier. The leader of this group carries the keycard you're looking for, so keep track of where he falls.



Aim for the Yakuza leader is in the far corner of this large room.

Clear this room and scavenge it for available ammunition laying around. Then return to the hallway and to the lock on the wall. With the keycard to unlock it, the metal door slides up into the ceiling and allows you to pass into the elevator.

GOAL: *Find Harry to interrogate him.*

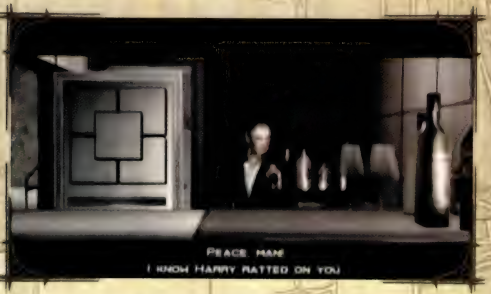


Be prepared to run back up the stairs to avoid the blast from a grenade in this enclosed space.

At the top floor, get out. You're in a stairwell. As you turn the corner to descend the stairs, watch for two Yakuza on a walkway above the hallway ahead. They attack with both gunfire and grenades, the latter of which are very deadly in this enclosed space. Kill the grenade-tosser fast to avoid damaging explosions and then deal with his cohort. Follow the hallway toward the door at the far end and collect the guns and ammo from the weapons cache here if needed.

Use your weapon's zoom to minimize the glare from the bright lights of the shooting range.

The next doorway leads you into the back of the shooting range where Kajima trained you! Use your zoom to kill the Yakuza firing at you from the comfort of the shooting lounge: It's difficult to see your targets with regular vision with the bright target lights shining this way. Approach the front wall of the shooting range and duck down for cover. The few Yakuza here are using the pillars in the lounge for cover and they duck in and out taking shots. When the room is clear, jump over the short wall into the lounge and approach the bar.



Kajima just saved your life by shooting the Yakuza who was sneaking up on you.

Kajima pops up from behind the bar and shoots at you—no wait; he's shooting past you! Kajima just saved your life and killed a Tokai gangster about to shoot you in the back. Kajima apologizes for not being able to do anything about Harry turning on you. Kajima lets you into the bar and tells you about the secret weapons cache. Proceed past the bar and down the hall to the cellar.

Watch out for shooters between the tall shelves in the cellar.

Be very careful in the cellar. The open shelves are stacked with goods, but they can still be shot through, and they don't provide adequate cover. More Yakuza are down here, but with a full clip of ammo, you can run through the shelves blasting them into oblivion.

The door at the cellar's opposite side leads to the secret area and a sword-wielding man in black. Don't worry. He has only a narrow range of attacks, including the following:

- Power vertical downward strikes
- Straight thrusts
- Diagonal slashes

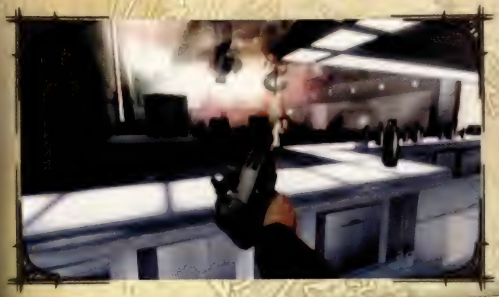
Eliminate this Yakuza who stands between you and the secret weapons cache.

It seems his opponent's defense improves during your fight, but he's easily confused by your dodging one way, then back the other way, and following with a counterattack. When you force an opponent to track you with fancy footwork, he spends less time thinking about his offense and more time reacting to what you're doing. Make him submit, and you've got free reign in the cellar.

Pull the reddish bottle on the bookshelf to reveal the secret passage beyond.

Look for the reddish bottle on the bookshelf. Pull it like a doorknob to make the shelf slide to the side and open a secret room. Inside is a ladder leading down into the weapons cache. Here you find a heavy flak jacket, multiple SCAR guns, MP7s, and crates of grenades.

When you come up the ladder and back out into the cellar, don't leave the same way you came in. Instead, go through the door that's now open along the same walls as the secret entrance. This passage leads you out into the nightclub part of Harry's bar.



Use the main bar as cover while clearing out the large open space of the nightclub.

Use the main bar as cover and eliminate the Yakuza gathered here to prevent you from reaching Harry. Many of them are running around the room and using the large speakers as cover. By the time this room is clear, you should have gathered maximum ammo for your MP7, as this is what most of the Yakuza were carrying. It's a very effective weapon and should be used as much as possible for general-purpose assaults.

Leave through the open doorway at the far side of the club. You end up in the front entrance hall of the bar. Go inside to continue with the next section.

TREASON II

GOAL: *Find Harry to interrogate him.*

Harry is very surprised to see you!

The bar is strangely quiet. Hop in the elevator and track down Harry in his office on the top floor. He is very surprised to see you and stalls just long enough to grab his steel—the fight is on!

Boss Battle

His designer suit doesn't seem to slow him down one bit.

For a guy in a suit, Harry knows how to swing steel, which may be a surprise because up until now he's been all about business only. Don't let him fool you, though. Harry is a much better swordsman than any neoprene- or latex-suited ninja you've met so far in Tokyo. Harry's complement of techniques includes the following:

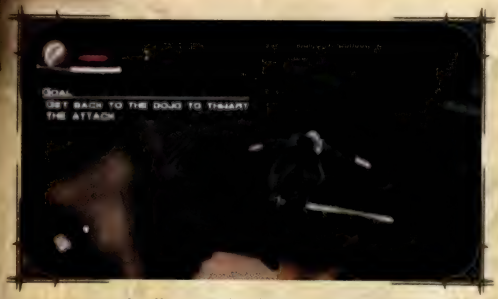
- Cloudsword overhead slashes
- Jumping vertical downward strikes
- Power vertical downward strikes
- Two-handed diagonal uppercuts
- Diagonal slashes
- Straight thrusts
- Basic combos

Avoid giving Harry the opportunity to execute fast one-handed parries that can destabilize you.

Harry is a defensive fighter, and an impressive one at that. His blocking abilities manifest as very quick one-handed blocks against your one-off techniques and slow counterattacks. He blocks much more than he dodges, so moving around him is easier than some opponents.

Harry counters quickly with regular techniques after parrying your attacks, using moves such as the diagonal slash, or straight thrust. Don't give Harry an opportunity to counterattack. Keep your attacks limited to counterattacks (after a successful parry against one of his regular attacks or a successful dodge against one of the top four power attacks).

The only other reliable way to score a hit against Harry is to beat him to the punch. When you see him winding up for a slower power move, attack immediately with faster regular moves like thrusts or quick horizontal slashes to catch him before he catches you.



Harry finally gets what he has coming to him.

When Harry surrenders, he tells you that you're no match for Tokai—he's far too powerful. Tokai has hired a new wave gang of crazy ninja called the "Komori" who have already captured all the old bosses. Harry tells you that Tokai recognized the signature on the other sword you took from Otori and now he's gone after the Katana Giri: Tokai is obsessed with Sato's sword! It's up to you now. Will you let Harry live?

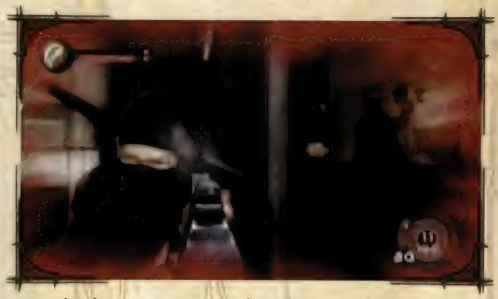
DEFEND THE DOJO!

THE DOJO I

GOAL: *Find Otori and prevent the Komoris from stealing the Katana Giri.*

Inside the dojo waits an army of Komori ninja.

The Komoris have already arrived at the Dojo when you get there. From the dojo pathway, walk around the nearby building to reach the double doors leading inside. As soon as you reaching the hallway, the double doors ahead are opened by a fleeing student. He is shot down by one of the attacking Komoris. Take cover in the doorway and start sniping ninja from here. The small army is scattered about on the main floor, but also check the balcony surrounding the central dojo. You may see more black-suited terrors in the shadows waiting for a clear shot at you.



Use the doorway as cover when shooting inside the main hall, but watch for ninja to rush you and attack your position!

From the right side of the doorway, look across to the left wall inside the room. In the middle of the firefight, several more ninja bust through a passage and take cover behind some furniture. They begin attacking from this acute angle. You must move away from the door to isolate one target at a time; don't expose yourself to more than one shooter at a time or it could spell disaster for you. Use a fully automatic weapon like the MP7 for its impressive rate of fire in this firefight and be very wary of a few Komoris coming out the doorway after you; they may pop up and overwhelm you as you're looking down your barrel using the zoom.

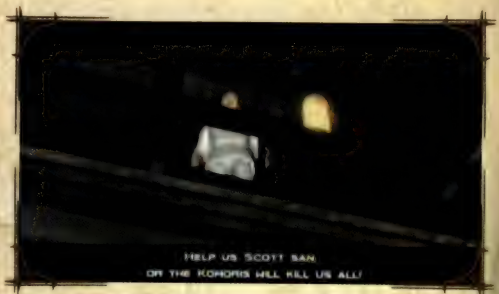
There is no shortage of flak jackets in the hall. You should find two light jackets on the main floor and this heavy flak jacket at the end of the second-floor balcony.

Run inside the room when the area is clear and retrieve the light flak jacket from the floor on the other side of the chest of drawers. Another one may lie on the floor on the room's opposite side, so check on that before continuing.

Go up the stairs from the main hall and hang a left at the top to explore the hallway on this side of the second floor. Collect the Type 12s there if you want and then return to the balcony and hallway on the opposite side of the second floor. You find a heavy flak jacket on a box and a small passage leading through the air duct that drops down into the utility room on the first floor.

This courtyard is suspiciously quiet.

Jump down into the utility room and proceed back into the main hall. Walk around the fire on the room's left side and follow the corridor beyond around to an exit door. If you need Type 12 ammo, stop immediately as you go out the door and turn to the right before walking off the tall balcony. Retrieve the gun from the end of the balcony and then jump down to the ground to proceed.

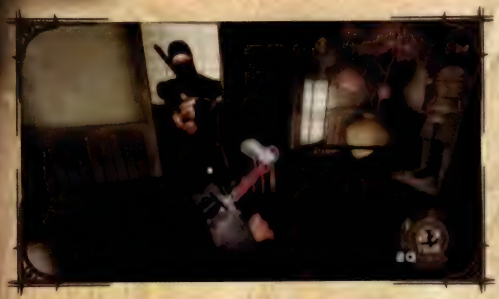


The pupils are being hunted down by the Komoris assassins. You must save as many as you can!

As you move through this small, flame-lit courtyard, one of Otori's pupils calls out to you. Your secondary objective for this mission is to save as many pupils as you can. Usually that simply means eliminating the Komori ninja in the areas immediately surrounding the pupils, giving them a chance to escape.

Be quick on the draw to save this fleeing student from the Komoris' gunfire.

Continue through the double doors ahead and go back into a dojo quarters building. Immediately, you see a pupil in white running toward you and away from an attacking Komori. Kill the pursuing ninja to save the pupil and then keep pushing forward to eliminate the rest of the ninja hiding farther down the hallway. They are using the furniture blockage as cover.



Komori ninja can appear from nearly anywhere: clothes hampers, bamboo bins, etc. Always be ready with a close-range Tanto attack in case one pops up in front of you unexpectedly.

Now backtrack to the double doors entrance. Walk down the left hall and just before the fire, go through the closed living quarters door on the left. A pupil is startled and puts his hands up but quickly realizes you're actually here to help; that's another pupil saved.

Return to the entrance doors and from there, locate the first door on the right. Inside most of the rooms in these pupil's living quarters are Komori warriors. Every ninja must be killed to save the pupils in the area. Walk into the adjacent quarters and rush the ninja that is ducking behind the table at the far side of the room.

When you get close, another ninja pops up from behind the furniture pile blocking the entrance to the hallway beyond the room. Shoot this second ninja over the pile of furniture, then turn to work your way through the adjoining coat room as more ninja file in to attack. Clear this area of Komoris and continue through the rooms to find one door leading out into a second hallway.

GOAL: *Unlock the courtyard door.*

The courtyard door remains locked until you find the key.

Note the goal change in this hall and the nearby locked set of double doors. You will return to this location soon.

Follow the corridor past the green tapestries on both sides of the hall and into the last room on the left. As the door opens, you see a pupil with his hands up and a group of Komoris behind him. They all scatter and chaos breaks loose!

The key for the locked courtyard door is found in this pupil's room and is carried by the Komoris' leader.

Only a few ninja are in this room, but you must kill them quickly to prevent the pupil from getting shot. Be warned—one extra Komori jumps down from a secret attic trap door near the back of this room during the fight. When the room is clear, retrieve the key from the top of the trunk and then climb the ladder into the secret attic to find a Type 12 rifle and a light flak jacket. Jump back down to the ground floor and return to the locked courtyard door, which you can now open with the key in your hand. Outside things get serious fast!

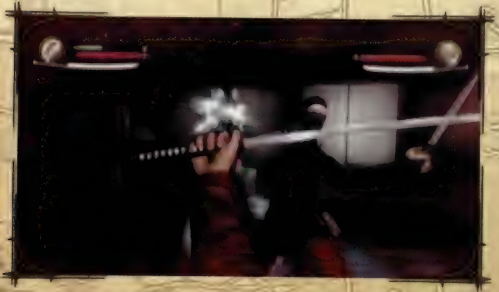
This is the first of many sword duels against the Komori ninja.

NOTE

You'll fight no boss battles during this entire mission, but this is the first of many sword duels against Komori ninja. They fight better than most of the bosses you've battled, bloody and bruised, up to this point.

The Komori ninja's threatening range of attacks includes the following:

- Power diagonal slashes
- Jumping vertical downward strikes
- Power two-handed vertical downward strikes
- Cloudsword overhead slashes
- One-handed overhand chops
- One-handed horizontal cuts
- Diagonal slashes
- Straight thrusts
- Regular combos
- Power combos



Beware of the Komori's one-handed parry that transitions into a counterattack with amazing speed!

The Komoris are tremendous, well-seasoned swordsmen who move with blinding speed both on defense and offense. On average, they're approximately twice as fast as most of the opponents you've fought so far, which makes for some incredibly fast-paced action.

On defense, the Komori ninja parry with super-fast one- and two-handed blocks and stylish spinning blocks. As if that weren't enough, they also are quick enough to parry multiple consecutive strikes from all of your combinations.

It's very difficult to beat these ninja to the punch on moves because they're so quick. Parrying against them is also dangerous because you run the risk of constantly damaging your sword: They quickly mix up regular and power moves. That being said, if you do manage to destabilize them from a parry, they'll be left completely vulnerable to quickly executed combinations.

While most sword fighters' jumping attacks are slow, the Komori jump lower and strike more swiftly.

When a Komori is on the offensive, launching into complex techniques and power combinations, you must start dodging and get out of the way. The best method to hold a Komoris off is to circle constantly around him and also move back and forth and from side to side. Keep the Komori fighters responding to your movements rather than give them time to put their best attacks together. Look to parry only the sparse, regular moves. Otherwise, stay in motion and play a very defensive game against them—counterattacks are your bread and butter during these fights, so make every opportunity count!

NOTE

Use the previously described Komoris sword battle strategy as the basis for all of your sword battles against Komori ninja. Rather than cover the basic strategy for each ninja, we will only discuss their unique abilities or characteristics because the basic defensive skills and offensive skills are nearly identical. Each Komori ninja puts his own signature on his fighting style with one or two different moves. Otherwise, they are largely the same.

After long, drawn-out sword duels, you will be tempted to end these fights with one final strike.

When this first sword-wielding Komori has surrendered, catch your breath and open fire on the ninja attacking from behind him. Try to get a clear shot and take out the couple of ninja who are firing from the second-floor balcony overlooking the courtyard.

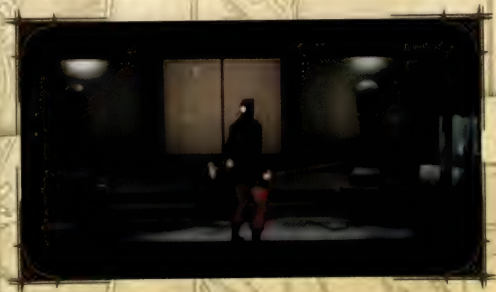
Walk through the double doors into the next building. Inside, go down the few steps to the double sliding doors and into the first pupil's quarters. Note the purple banners in this entry hall. The exit hall on the other side of this building looks identical but has green banners: This is the best way to tell if you're coming or going.

Without your help, the dojo pupils would never survive the Komoris onslaught.

One of Otori's students is being threatened by a Komori at the back of the room. Shoot the menacing ninja quickly to save the student, then go to the door that's ahead on the left.

In the next two rooms, more Komoris attack on sight. Eliminate all the ninja that you can see before going into the rooms. A Komori leader is in one of these rooms, but it's difficult to say whether killing him will have an effect on his men's morale—sometimes it does and sometimes it doesn't. If any ninja do surrender after the leader dies, be ready to wave them down with your weapon to force a full submission.

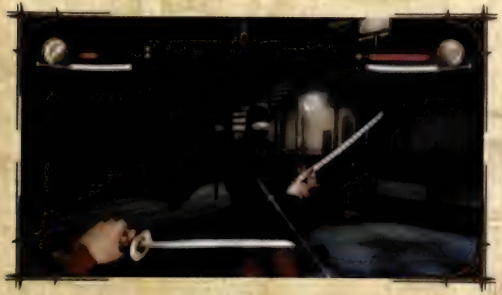
In the third room across from the entrance, you find a door out into another courtyard. You should still have the courtyard door key, so the lock on this door isn't an issue.



Kenji would be a goner without your interference. Now you must protect him to continue through the level.

Outside, you see another Komori swordsman attacking Kenji, the dojo door guard. When you interrupt, the ninja turns to attack you and Kenji flees for his life into the far building.

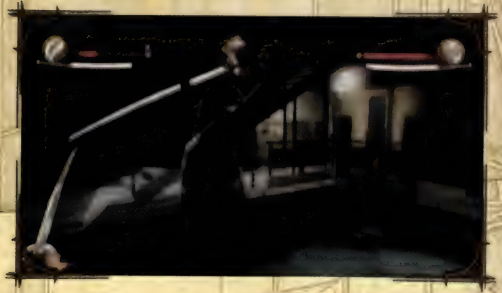
GOAL: *Save Kenji the door guard.*



All the Komori ninja dress the same; however, their skills are not equal across the board. Look for differences in their fighting styles that you can take advantage of.

This Komori ninja shares the same training as his brethren; however, he favors more spinning moves than the previous fighter. Watch out for the following moves:

- Spinning straight thrusts
- Spinning backhand slashes
- Jumping vertical downward strikes
- Two-handed horizontal slashes
- Power combos

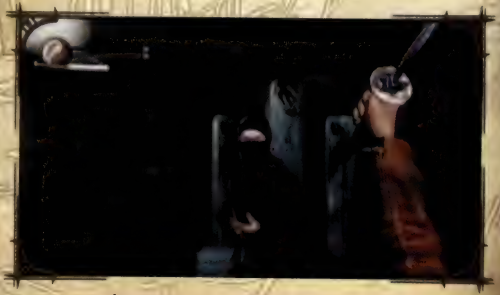


It's not uncommon for a Komoris swordsman to turn his back on you during a fight when he's executing either spinning dodges or spinning backhand attacks. It's always difficult to tell which it will be.

Beware the Komori's spinning backhand slash technique.

This Komori has a flair for spinning techniques and often uses a spinning dodge that looks like an attack—he uses it to bait you into attacking so he can easily open your defenses up to his own quick counterattacks. Don't fall for this tactic! Ninja success is always based on deceit. His style also incorporates jumping and spinning feints to throw you off.

To win this battle, you must constantly move around him and attack from the sides with your fastest combos or series of horizontal slashes. Parrying is a dangerous game with him and often leads to getting yourself stabbed, so focus on dodging to get into proper position before counterattacking. Reduce this opponent's ability to spin by backing him up into the trees or against the railing. This decreases his mobility and makes him a prime target for your oncoming rush of attacks.



Another Komori assassin falls to your blade.

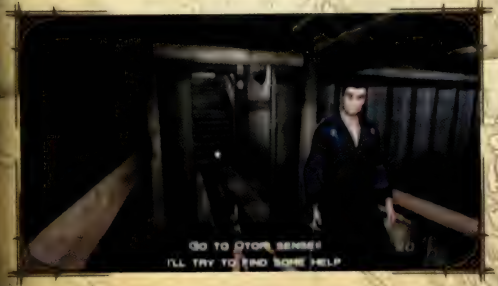
After the Komori ninja submits, walk past him and up the stairs on the side of the courtyard. Inside the first door at the top are more living quarters, but they're empty. Walk through the side room into the third quarters to find a pupil standing with his hands up: Something is wrong here. Reload quickly and

fire behind him as two Komoris push down the wall behind him in ambush attack! Kill the three ninja in the coatroom and continue through to the last quarters. Go out the door to the far balcony and collect the ammo and heavy flak jacket before leaving the area.

Watch for the Komori squad leader hiding behind furniture.

Now backtrack through the building and go outside. Go down the stairs and through the far double sliding doors. Enter the first door you see into the pupil's quarters and several Komoris inside turn to attack. Look for the leader of this group; he may be ducking and hiding behind the small table ahead. Kill the handful of ninja here and find Kenji in the third adjoined room. You learn that Otori had something to do with killing off what they thought were all the Komoris years ago. Otori is inside the Dojo now and you need to follow Kenji to get to him!

GOAL: *Protect Kenji to get to Otori's room.*



Protect Kenji long enough for him unlock the door at the end of the second-floor balcony.

Kenji leads you back outside, but once there, the Komoris attack full force. Ninja shooters are on both the ground floor and the balcony above. Pay close attention to the doors on the balcony. If the ninja inside take notice of the gunfight happening outside, you soon could have four to six of them firing down on you from up there. Clear the area and go up the nearby stairway. Follow it all the way around the second floor to the locked door where Kenji runs up and joins you to unlock it. Go through the door to complete this section.

THE DOJO II

GOAL: *Find Otori to help him.*

Keep circling around this ninja to keep him in the corner and reduce his movement and available techniques.

Run up the stairway into the first room and there you find another Komori ninja swordsman. His arsenal includes the following deadly sword techniques:

- Jumping vertical downward strikes
- Power two-handed vertical downward strikes
- Cloudsword overhead slashes
- One-handed overhand chops
- One-handed horizontal cuts
- Diagonal slashes
- Straight thrusts
- Regular combos
- Power combos

It's unlikely that you'll get through this ninja's blindingly fast defenses just by throwing out single techniques and not bothering to counter. His parrying skills are impressive and his fighting style is more like that of the first Komori ninja you faced, in that he doesn't use spinning techniques. Rather, he is a much more linear fighter who relies on speed for both defense and offense. After this Komori surrenders, continue by going through the set of wooden double doors in the back corner of the room.

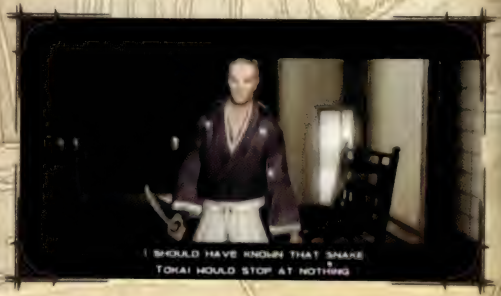
You must eliminate this Komori assassin to help Otori Sensei.

There, on the raised platform in this next room, you see Otori Sensei fighting *two* Komori ninja! Suddenly another Komori swordsman steps up and challenges you to the death! His technical mastery involves the following skills:

- Spinning straight thrusts
- Spinning backhand slashes
- One-handed overhand chops
- One-handed horizontal cuts
- Power diagonal slashes
- Two-handed horizontal slashes
- Straight thrusts
- Regular combos
- Power combos

Some Komori ninja use a very powerful two-handed horizontal slashing attack that is difficult to parry.

Now this Komori swordsman is a hybrid of the two fighters you've seen so far in this mission. He is an impressive blend of the linear and circular stylist, combining the devastating spinning techniques such as spinning backhand slashes, with deadly linear techniques such as straight thrusts. Not only does he spin with a dodging feint to get you to open yourself to attack, he then comes directly at you quickly enough to get inside your defenses. His regular techniques, if you can spot one, are susceptible to parries, however your best strategy is to overwhelm him with fast combos while moving around him. Don't be a stationary target that he can carve up at will.



Now that Otori Sensei is safe, follow him to continue the mission.

After Otori Sensei kills his two attackers, talk to him on the platform to learn that the Katana Giri is locked inside the sanctuary—you must get there to protect the Katana Giri! Otori splits up with you to find Mariko.

GOAL: *Go to the dojo sanctuary to protect the Katana Giri.*

Retrieve the heavy flak jacket and grenades from the balcony immediately outside Otori's quarters.

Follow Otori Sensei through the nearby door and collect the grenades and heavy flak jacket from the room. Take the corridor all the way to the end and spot the Komori ninja running out of the hall away from you. Go through the banners to the outside and onto one of the building's rooftops. Kill the ninja on the roof across from you, then jump across to his side. Use the architecture here as cover while you eliminate all of the Komoris on the ground.

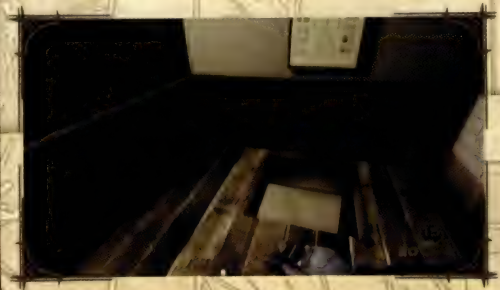
The Komori squad leader is very easy to spot in the dark alley—watch for the telltale white orb floating above his head and target him first.

When the ground floor is clear, jump down and collect the ammo and light flak jacket from the corner behind the boxes. More Komoris attack from a nearby ledge and as you search the area, watch out for more to appear on the rooftops above. Note that the huge wooden double doors between the yellow lanterns are currently locked; when the ground floor is cleared out long enough for the local Komori gang leader to bring his ninja through, he opens the door and they all rush through and attack.

Try to take out the leader first and force him to surrender. When his gang has been eliminated, look for the exit via the wooden double doors and the doorway hung with green banners.

The Komoris have set the main hall on fire!

Inside the building, you find a dead pupil next to a heavy flak jacket. Retrieve the jacket to boost your armor and continue through the room and up the stairs to the double doors. On the other side, you find the main hall, and it's on fire! Go through the next wooden double doors and surprise the Komori ninja there. Shoot him right off the balcony, then follow the stairs up and around the corner. Beware of a large explosion from the wall ahead on the left. A ninja blasts through the wall and attacks from the inferno.



Drop down through the now-open trap door at the end of the second-floor hallway.

Walk along the second-floor balcony all the way around to the other side of the room while killing any ninja who appears out of the flaming woodwork. At the end of the hall, you notice a trap door in the floor. Drop down to the main floor and follow the corridor around the corner and through a door to the outside.

THE DOJO III

GOAL: *Go to the dojo sanctuary to protect the Katana Giri.*

Enter the sanctuary by climbing through the open window.

Follow the stone path through the garden toward the sanctuary. You can't enter it via the main doors that are now locked, so look for the boxes to jump up beneath a nearby window. You must duck when on top of the boxes to get down inside.

Retrieve the light flak jacket and the nearby grenades before continuing through the next area.

In the store room, retrieve the grenades and light flak jacket from near the far wall. Approach the small indoor courtyard garden, but watch for Komoris through the glass on the far side.

Use the nearby side walls for cover and continue through to the next room. There, you find a long corridor leading into the dojo. Another Komori swordsman waits patiently for you to approach and then he unleashes the following attacks:

- One-handed overhand chops
- One-handed horizontal cuts
- Jumping vertical downward strikes
- Power two-handed vertical downward strikes
- Straight thrusts
- Regular combos

Use more parries in the battle against this Komori ninja.

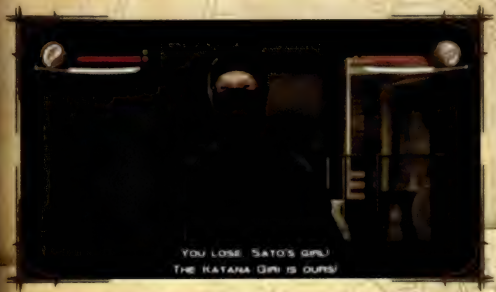
It's back to basics for this Komori swordsman. He still has the speed of his clan's intense training, including incredibly quick parrying, but this ninja is a mere acolyte compared to his more advanced brethren whom you've already defeated. Stick to what you know, as all of it works here during this duel.

A strange high-tech ninja has Mariko at sword point and cuts her down without mercy while you watch helplessly. He is the enigmatic Komori leader himself and he quickly disappears with the Katana Giri!

After the Komori swordsman surrenders, continue advancing past the dojo altar and through the wooden double doors in the back room. Follow the stone path across the narrow creek and through the large wooden doors in the courtyard. Once inside the sanctuary, you see a Komori assassin cut down Mariko and steal off into the night with the Katana Giri!

When you approach the inner sanctuary another Komori swordsman attacks with the following moves:

- Spinning straight thrusts
- Spinning backhand slashes
- Jumping vertical downward strikes
- Backhand slashes
- Cloudsword overhead slashes
- One-handed overhand chops
- One-handed horizontal cuts
- Power diagonal slashes
- Two-handed horizontal slashes
- Diagonal slashes
- Straight thrusts
- Regular combos
- Power combos



Finally, you must carve your way through the last of the Komori ninja attacking the dojo: Make it swift and merciless, for Mariko's sake!

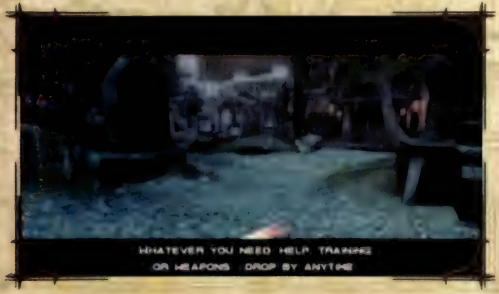
This last Komori swordsman has a massive list of offensive techniques, however his defensive and offensive capabilities are less than average compared to what you've already seen from his brother. He uses spinning feints to throw you off your game and straight thrust counters when he parries your attacks. With such a vast array of techniques coming at you, it's hard to parry him effectively at times. By now, you should be an experienced Komori slayer, so use what you know best to reach one last victory in the defense of the dojo.

The dojo is safe now, but at what cost?

After the battle, you find Mariko badly hurt. She is sorry she couldn't do more to stop the Komoris from taking the Katana Giri. Otori Sensei comes to his injured daughter's side and commands your departure.

TOKAI

THE FORTRESS I



This is your last chance to see Kenji or Kajima for additional training before the final mission.

Outside the dojo, Kajima calls to let you know the bar is safe now. Whatever you need—help, training, or weapons—drop by and see him anytime. Go back to the bar and speak with Bill to accept this next mission.

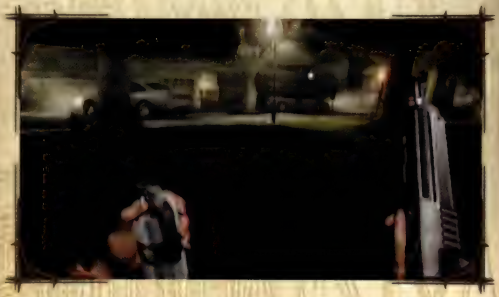
NOTE

Between missions you can still train in the dojo with Kenji or in the shooting range with Kajima to improve your skills.

You must save that Sanro Kai!

Outside Tokai's complex, you get a call from Makoto, the fish market boss you saved earlier in the fish market. It seems Tokai has brought the members of the Sanro Kai to his estate and plans to kill them all!

GOAL: *Save the members of the Sanro Kai. First save Makoto from Tokai's men.*



Two quick grenades lobbed at the two cars ahead save you from wasting ammunition on the Yakuza thugs standing guard.

Follow along the left side of the rock until you're shrouded in darkness in the small, forested lot adjacent to the parking lot. Conduct some reconnaissance to find out where all the guards are. Note that at least three of them are standing by a nearby car. Sneak to within throwing range and toss a grenade at the feet of this group to surprise them with a large fireball.

Eliminate everyone outside before you enter the nearby building.

Be ready to clean up any resistance when one or two more Yakuza storm the area looking for you. Extra caution is warranted when you leave the cover of the trees: High on the side of Tokai's complex are balconies where several crack snipers with high-powered scopes lie in wait. You're done for if one of them gets a clear shot on you.

Get inside by jumping up the boxes stacked beneath the opening.

Go inside through the main archway and turn right. Jump up the boxes and through the narrow doorway above. The small office here leads to a winding stairwell leading up several levels. At the top of the stairs, Makoto calls and tells you he has escaped, but he's stuck and can't do anything. He's hiding in the garden near an old altar. Meet him there!

Four or five guards are below, and two snipers wait on the outside of the fortress high above you.

Continue moving through the rooms. You end up out on a balcony above the main gate. Take a visual survey of all the guards patrolling here, then toss grenades at a few of them and take aim at the others. If you're quick, this entire area can be cleared efficiently in just a few moments. Check both of the lower side platforms for shooters before going down there: The height advantage you enjoy here is perfect for eliminating all present opposition.

You need a decent zoom to get a clear shot at the distant snipers on the fortress walls.

Now look up—look *way* up! A couple of snipers are on the outside of the massive building across from this balcony. You may have to duck back inside the nearby window to take cover because you're very much exposed on this ledge. Kill the two snipers and send them hurtling toward the ground at terminal velocity, then shoot out the balcony's left side railing.

The cemetery door is locked until you get the key from Makoto.

Stand on the balcony looking out toward Tokai's massive headquarters building looming above you. Down below, in the center of the right wall, is a locked door that leads to the cemetery. You must find the key. In the middle

of the left wall is the passageway that leads to the key. Jump down onto the nearby stone ledge on the left side of the balcony, and then down into the rock garden to the entrance of the passageway between the buildings. Just then, Makoto calls again: He has been spotted and there isn't much time to save him!

Hurry! Makoto doesn't have much time!

Follow the passage and descend the stairs until you reach the garden. Ahead, you see a Yakuza firing at something around the corner—it's Makoto! Kill that Yakuza fast and keep moving toward him. As soon as you fire on him, the rest of their gang turns on you, taking the pressure off Makoto for the time being. Use the trees here as cover and eliminate Tokai's men as they rush across the garden bridge to attack. If you need better cover, run back up the stairs and duck down behind the solid railing.

Makoto has been badly injured; he won't be making this trip with you.

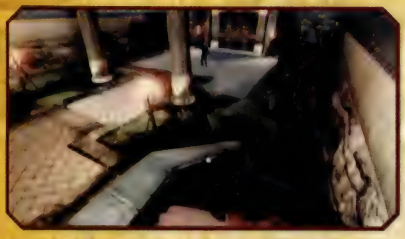
When the garden is clear of Yakuza resistance, collect any ammo you require from their guns, and then run to the rear of the garden to find Makoto at the altar at the top of the stairs. Makoto's been shot and won't make it. He tells you to take the path through the cemetery and go to the main temple. Just before taking his last strained breath, Makoto pleads with you to save the Sanro Kai!

GOAL: *Go into the cemetery.*

The best cover during this firefight is actually down amid the large garden rocks.

Makoto gave you the key you need to access the cemetery through the locked door near the main gate. Turn back toward the garden and spot the new group of Yakuza running at you with flashing muzzles. The altar doesn't provide a lot of cover, so bravely run out among the large stones in the garden, going from rock to rock for cover while methodically killing every single Yakuza here. Go back toward the two garden bridges and watch out for more Yakuza coming into the garden from the opposite end. Deal with them. Now, backtrack to the main gate. You encounter one of Tokai's generals.

Boss Battle



Tokai's general waits in the courtyard by the main gate.

Tokai's general has the battle skills, and thus the right, to wear funky sunglasses with his designer suit. The general attacks with the following:

- Spinning backhand slashes
- Spinning two-handed horizontal slashes
- Spinning two-handed diagonal slashes
- Cloudsword overhead slashes
- Two-handed horizontal slashes
- One-handed overhand chops
- Jumping vertical downward strikes
- Diagonal slashes
- Straight thrusts

Beware the general's transition moves: They start as one move and end as another.

Tried-and-true tactics work against this boss, but there is one major difference between him and all other opponents you've faced to this point: He can turn regular or power techniques into feints and change his attack halfway through into something completely different. For example, one of his preferred moves is to execute a blindingly fast transition from a jumping vertical strike. He jumps up into the air but unexpectedly comes down very quickly and starts spinning into a reverse spinning two-handed diagonal slash. These types of transitions are extremely effective attacks: Dodge them!

After you force the general to surrender, go up to the locked door at the side of the courtyard and use the key that Makoto gave you.

THE FORTRESS II

GOAL: *Find the secret entrance leading into the fortress.*

Follow the narrow alley onto a nearby terrace overlooking the graveyard. This area is particularly unforgiving, with Komori ninja rushing to attack on the ground level below you, as well as snipers on the balcony of the building across from you. Toss a grenade into the graveyard to take out a few ninja and immediately shoot the snipers on the balcony even before the grenade goes off. As soon as the

A few fast grenades thrown into the graveyard can have very unpleasant effects upon your enemies.

firefight starts it gets heated here very quickly, so get as much as possible done within the shortest time.

NOTE

If you can lob a grenade into the snipers' balcony, you may be able to retrieve their AE Sniper Rifles.

You should be able to retrieve at least one heavy flak jacket in the graveyard after killing the Komori squad.

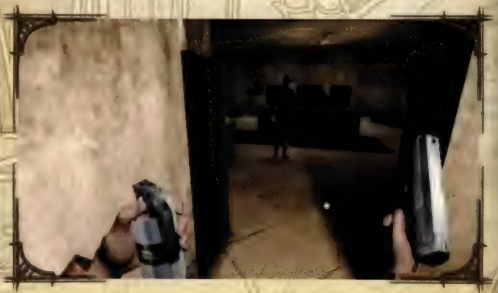
With the snipers gone, the major threat is removed. However, a large gang of Komori ninja remains for you to eliminate on your way through the graveyard. Keep your eye out for a heavy flak jacket on the ground near the stairs. Continue moving through the courtyard to the stairway leading inside the far building. Reload and heal in the cover of the stairwell before popping out the top and into the arms of a small group of Komoris.

Shoot or frag the Komori squad leader hiding in the room at the top of the stairs.

The leader of this group is most likely in a small room at the top of the stairs. Kill him to get a heavy flak jacket, and then use this room for cover as you eliminate the rest of his squad.

Go around the center of the sniper perch to lure him one way, then duck around to the other side to sneak up behind this lone sniper.

Go through the metal door near the top of the stairs and onto the sniper perch, but beware: there may still be a sniper here! In the middle of this sniper station is a stairway leading down. This is the secret entrance to the fortress! Go through the door and follow the waterlogged passage. Stop when you hear people talking about who Tokai is going to slaughter first. Follow the passage up the stairs and around the corner, right into a perfect ambush position!



Surprise these unwary Komori assassins and watch the fireworks.

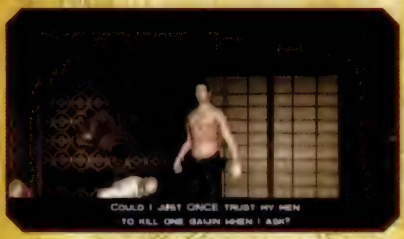
Take this opportunity to casually roll a grenade to the feet of the unsuspecting ninja and they won't know what hit them. Back up from this confined space and watch the fireworks! Two gunner slots in the far wall are favorite ninja hideouts in a concealed passageway. Look for the slots along the floor from the stairway and you should be able to see them on either side of the desk ahead. Retrieve the ammo, grenades, and heavy flak jacket from the desks when it's safe and then proceed through the doorway in the far wall. Find your way up the stairs to the single door at the end of the hall. There, Tokai is threatening the Sanro Kai. Bust in and beat him down!

Boss Battle

GOAL: Make Tokai submit.

NOTE

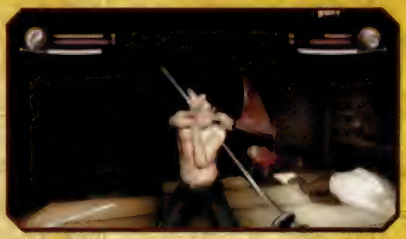
Tokai has a Resistance meter; dodge or parry his attacks until his meter is reduced to zero to increase your opportunity for landing successful attacks against him.



Tokai seems to have lost all faith in his Yakuza guards.

Tokai is a classically trained swordsman. He has no fancy, flamboyant moves, but possesses a large repertoire of powerful linear and spinning techniques, including these:

- Spinning backhand slashes
- Two-handed horizontal slashes
- Low, one-handed horizontal slashes
- One-handed reverse horizontal slashes
- One-handed overhand chops
- One-handed horizontal slashes
- Power straight thrusts
- Vertical downward strikes
- Power combos
- Regular combos



Dodge Tokai's power attacks to gain excellent counterattacking opportunities.

With his vast array of both parrying blocks and offensive strikes, Tokai has little need to dodge. You must reduce Tokai's health to half to end round one of the fight. Then Tokai gets a bonus and his resistance goes back up to 75 percent. At 20 percent health, he stops again and asks how you can fight for the Sanro Kai considering what they did to him. You learn much about the story during this interlude in the battle, and then the fighting begins again. Tokai has very little health and resistance left, but the more hurt he gets, the more his combos and counterattacks seem to improve. Dodge more and more as the fight progresses, rather than relying on parrying his attacks.

Unfortunately, Tokai is right. He still has Miyu; the game isn't over.

When you force Tokai to submit, you reclaim the Katana Giri. He tells you he can get it back whenever he wants. The game isn't over yet.

GOAL: *Get Tokai.*

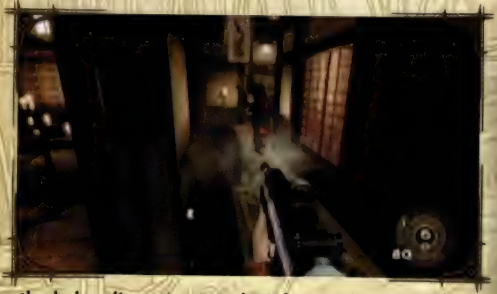
All Komori are not created equal.

A Komori swordsman appears in a cloud of smoke to distract you while Tokai escapes out the back door, leaving you to eliminate another of his mercenary ninja. This Komori ninja uses the following moves when fighting you:

- Two-handed horizontal slashes
- Spinning backhand slashes
- Jumping vertical downward strikes
- One-handed horizontal slashes
- One-handed overhand chops
- Vertical downward strikes
- Diagonal slashes
- Straight thrusts
- Basic and complex combos

Beware his quick counterattacks executed from a successful parry.

This distracting Komori swordsman's abilities are identical to what you've seen in all of his elite brethren: a solid selection of both defensive and offensive capabilities, all executed with speed and nimbleness. As the fight progresses, his combos get more complicated (and even desperate) near the end, when his health is low. His frantic three- or four-hit combos executed from a successful parry can quickly turn the fight in his favor, so don't give him that opportunity. Dodge, dodge, dodge!



Check the adjacent rooms when clearing these hallways to prevent a ninja sneak attack!

When this fight is over, go into the hallway to pursue Tokai. Search through the rooms along the corridor and kill any Komori ninja that get in your way. At the end of the hallway, go through the double sliding doors and meet another Komori swordsman. He attacks you with these fighting techniques:

- Spinning backhand slashes
- Jumping vertical downward strikes
- One-handed horizontal slashes
- One-handed overhand chops
- Vertical downward strikes
- Straight thrusts
- Basic combos

Always watch the opponent's sword hand! Don't even blink when a ninja tries to distract you with the movements of his lead hand.

Now this Komori lives up to the stereotype: He's unbelievably fast in all aspects of his fighting style, including parrying, dodging, attacking, and counterattacking. He relies on his sword skills as a defense and rarely dodges, which helps you move around him to keep him moving and constantly adjusting to your position. Although he has powerful techniques, remember that they are easily parried. This doesn't mean, however, that you should rely on parrying alone. Dodging should always be the first line of defense unless you're feeling extremely confident with your parrying skills. After this Komori has surrendered, continue through the door and up the two flights of stairs through the next door.

This young ninja tried to hide behind a tall table in bright light; he didn't live long enough to regret his plan.

Move carefully through this hall and toss a grenade as soon as you spot the first ninja at the hall's other end. Some more enemies may be hiding the adjacent room. As soon as you attack, they all rush to support their brothers. A well-timed grenade can eliminate most of the group in one blast. Continue moving down the hall, retrieving any ammo you need, and then go through the double sliding doors at the end to meet yet another Komori swordsman who attacks with these familiar moves:

- Spinning backhand slashes
- Jumping vertical downward strikes
- Cloudsword overhead slashes
- One-handed horizontal slashes
- One-handed overhand chops
- Vertical downward strikes
- Straight thrusts
- Basic combos

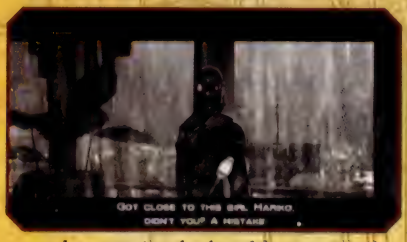
Watch for this ninja to turn his back; a spinning backhand slash is coming at you in a split second!

This ninja favors the spinning backhand slash, which is perfectly suited to your dodge and immediate counterattack with your best combinations. While he's recovering from his flubbed attack, you should be taking advantage of this and cutting him to ribbons.

It seems Tokai has nowhere to go.

When this ninja is kneeling and paying homage to your sword fighting mastery, move past him through the sliding door and up the few sets of stairs. Go through the open doorway and outside into the rain. You've finally caught up with Tokai.

Boss Battle



Meet the mysterious leader of the Komoris, the man who may have killed Mariko.

Tokai is getting desperate. You've cornered him at the top of the fortress in the rain and he needs a way out fast. You may think you already met the leader of the Komoris, but think again. This ominous night vision-equipped superninja is armed with a poison sword: One hit and you're dead in seconds! The Komori leader attacks you with the following moves:

- Low, one-handed horizontal slashes
- Spinning backhand slashes
- One-handed overhand chops
- Jumping vertical downward strikes
- Kneeling vertical downward strikes
- Two-handed horizontal slashes
- Cloudsword overhead slashes

Beware of his low slash attacks; they are extremely difficult to parry!

The Komori leader has a poisoned sword. Break it with counterattacking Tanto parries!

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Boss Battle cont.

Dodging and then launching immediate counterattacks is the surefire way to defeat this dark assassin.

Don't take the immense risk of trying to parry this ninja leader's sword unless you're positively comfortable with the sword breaking ability. Otherwise, constantly circle around him in the least dangerous direction. You want to be able to move away from his blade without running into a wall from lack of space. When the infamous leader of the Komori clan has surrendered and kneels in shame before you, your mission is complete.

The mysterious leader of the Komori assassin guild may be out of a job after you catch up with Tokai again.

ENDGAME

FINAL FIGHT I

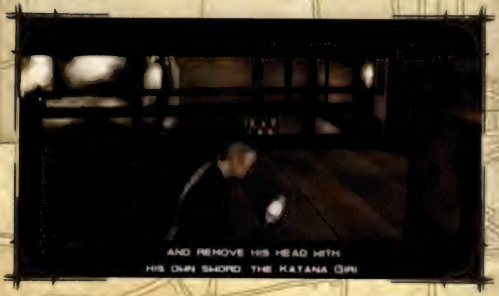
The Sanro Kai are once again in your debt. They never suspected Tokai's origin but now they understand how his filial respect would drive his thirst for vengeance. However, Tokai's father deserved his punishment: Even he knew this before he died.

Now you must go and find Otori Sensei, as he is obviously involved and has carried the weight of this tragedy for far too long. Otori needs a resolution to his burden. Otori should face Tokai one last time, with you by his side. Confronting him is the only way to save Miyu.

Kenji bears some grave news....

GOAL: *To start this mission, speak with Otori.*

Back at the dojo, go and speak with Otori Sensei. Find Kenji kneeling in the middle of the central dojo. He tells you that Mariko is dying and Otori Sensei has retired to meditate in his sanctuary: He has been wanting to see you.

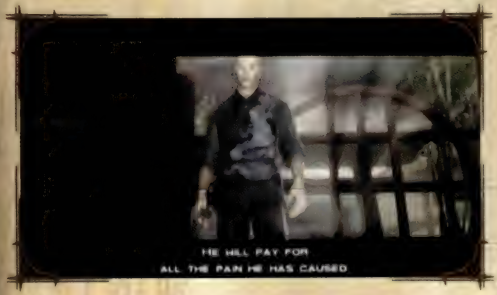


Otori Sensei now knows what he must do.

Go through the door at the back of the central dojo out into the garden and enter Otori's sanctuary through the now-unlocked entrance. Otori now knows everything; the old bosses called him. The painting in front of Otori is Ichiro Kawaji, Tokai's father—although no one knew Kawaji had a son. Otori fought to help Sato and Ichiro when they created their own clan. It was Otori's duty to assist Kawaji and remove his head with his own sword—the Katana Giri.

When you're ready to go, speak to Otori Sensei again.

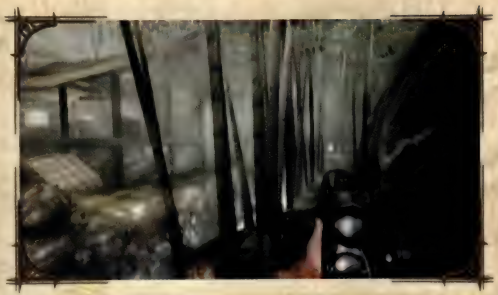
When Otori Sensei is done telling you the history of the clan's problems, seek out Kenji or Kajima to finish your training (if you have any outstanding lessons to learn). When your training is complete, return to Otori Sensei and accept the mission to join him on his quest to kill Tokai and end, once and for all, the madness of Ichiro Kawaji.



Otori Sensei decides the two of you should split up: You must find Miyu and he's going after Tokai.

When you arrive at Tokai's residence, Otori Sensei says he wants to split up. He's going after Tokai and doesn't want you to follow. Instead, he wants you to spend your time searching for Miyu. He'll cause a diversion great enough for your search to succeed.

GOAL: Attack Tokai's residence to save Miyu.



Any high-powered zoom is perfect for shooting down the Komori on the opposite side of the stream.

After splitting up with Otori Sensei, explore through the bamboo thickets on the side of the residence. Follow the path up and over the rocks, and then down across the narrow wooden bridge that crosses the stream. As you go farther into the thicket, the trail curves around to the right and you see a building across the stream. Use the best zoom you've got to start sniping the Komoris on the other side. Back up around the corner if you need to reload or heal so that you're not still exposed to enemy gunfire.

Be ready for several ninja to rush around the corner of this building.

When the other sides of the stream looks clear, rush down the rest of the path and cross the wooden bridge. One or two ninja who were well hidden may still be alive, so be ready to shoot quick and ask questions later. Creep around the side of the building, but be very careful. More Komoris above you may come down the stairway to investigate.

Retrieve the heavy flak jacket from the table in this building before advancing down the bamboo thicket path.

Go up the stairs when it's clear and retrieve the heavy flak jacket from the table. Then continue following the path leading through the bamboo thicket. When the path curls around the rock cliff on the left and opens up into a clearing, a Komori swordsman flips down from the rocks above and commands you to surrender. He attacks you with the following:

- Jumping vertical downward strikes
- Reverse spinning two-handed backhand slashes
- Cloudsword overhead slashes
- One-handed overhand chops
- One-handed horizontal slashes
- Vertical downward strikes
- Diagonal slashes
- Straight thrusts
- Basic combos

With the help of your heavy flak jacket, this fight is a piece of cake.

This Komori swordsman is well versed in his training, but is not as challenging as his other, more advanced brethren. Take your time defeating him to do it right. The last checkpoint was quite a ways back, so don't rush and make mistakes. This opponent can easily capitalize on missed parries and then counter with three-hit combos: A few of those could very well win the fight for him. When he surrenders, continue walking through the bamboo thicket along the path past the waterfall.

Don't stop for anything! Rush the entire length of the creek bed and only concern yourself with shooting whoever is unlucky enough to be in front of your barrel!

The path winds back and forth through the bamboo and rock cliffs until it opens up at the creek bed. Jump into the water and run upstream where you enter a short and narrow passage under a building. You're dodging bullets all the way, but you can make it. Just keep running and don't stop for anything!

FINAL FIGHT II

GOAL: *Make your way through the residence.*

You know Otori Sensei is making good progress through Tokai's residence when he throws a Yakuza thug out of the second-story window.

Just as you come out of the passage built over the stream bed, you see a body come flying out one of the residence windows: Otori Sensei is having his day! Watch the area above the nearby stairs as a small group of Yakuza comes down from the side of the house to attack soon after you see Otori. Engage and eliminate them. Collect their ammo on the way up the marble stairway. Again, you see Otori as he moves through the residence several levels above you.

Use the AE Sniper Rifle to eliminate all the Yakuza on the far side of the chasm above the water.

Help out Otori by shooting the Yakuza on the balconies above you. Then continue up the grass slope between the buildings to the first-floor patio. Climb in through the glass and note the many Yakuza gunmen on the multiple balconies on the far side of the waterfall. Use your best zoom here to eliminate systematically every single shooter you can spot from this side of the water. The gaping chasm in front of you will swallow you whole if you're knocked off the walkway by a rogue bullet while attempting to cross.

Take your time crossing the narrow beam over the chasm.

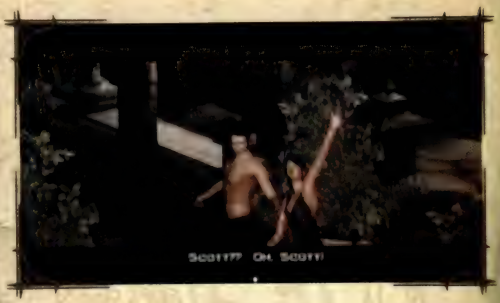
When the far side is clear of enemy resistance, take your time crossing the chasm along one of the wooden beams. Get inside the residence through the doorway ahead and ascend the grand staircase to the upper-level balcony. There, you can collect the guns or ammo from any of the fallen Yakuza you shot from the other side.

Otori Sensei is taking care of business.

At the top of the stairway, you meet up with Otori, who is carving up two Komori swordsmen like they were a Christmas ham. Otori has been injured by a poisoned blade and his time is running out! Otori Sensei disappears into the building while you take the adjacent stairway.

Blast right through Tokai's priceless Buddha collection if Komori ninja insist on hiding behind them.

Go through the large stone door and into the residence. This grand hall is lined with rare art, but don't let that stop you from blasting your way through the Komori resistance you find here. At the other end of the hall, you find another large stone door that leads back outside and down an extravagant external walkway that leads along the high rock cliffs and past staggeringly high waterfalls.



Miyu! Finally!

Just then, you see Tokai dragging Miyu out along one of the walkways below you. He commands you to come down and fight him or he'll kill Miyu. That's exactly where you're going! Follow the walkway down to the lower platform where you finally catch Tokai and see Miyu again. But you're not done yet.

Boss Battle

Tokai truly believes the ends justify the means.

Tokai is fine with dying, as long as he gets to watch you die first. This is it. It's time to prove to Tokai, once and for all, who is the greater swordsman. Tokai uses the following techniques in this battle:

- One-handed overhand chops
- One-handed horizontal slashes
- Jumping vertical downward strikes
- Power vertical downward strikes
- Diagonal slashes
- Straight thrusts
- Basic combos

Boss Battle cont.

NOTE

Tokai doesn't have a Resistance meter in this fight, so you can approach the battle without having to concern yourself with lowering his resistance before being able to attack at your highest level of efficiency.

Tokai staggers away after you hit him with a combo.

This is a very straightforward fight. No more flashy tricks, escape routes, or eclectic cyber ninja leaders interfering: It's just you and Tokai fighting one-on-one for keeps. Tokai is an excellent tactician and also has very solid parrying skills. You know your own style by now; just unleash its full potential here and victory is yours!

Tokai has the antidote for the Komori poison!

Tokai has one final scheme after he is defeated. Otori is poisoned and Tokai is the only one who has the antidote. If Tokai dies, Otori dies—it's that simple.

GOAL: *Block Otori to prevent him from killing Tokai!*

Otori Sensei is bound by honor to kill Tokai—block him if you dare!

Otori Sensei is determined to kill Tokai. Miyu pleads with him about the antidote, but he doesn't seem to want to have anything to do with it. You must block Otori from getting to Tokai!

Student versus master: The outcome was already determined before the fight began.

This is not a true battle because Otori has no health meter. Instead of depleting his health, work to destroy his katana. Use the Hammer technique for best results.

With Tokai dead, Otori knows all he can do now is destroy the blade that has caused so much pain.

This place is cursed; Otori is dead, Mariko is dead, Sato is dead...Miyu just wants you to take her away and finally be done with this for good.

ART GALLERY

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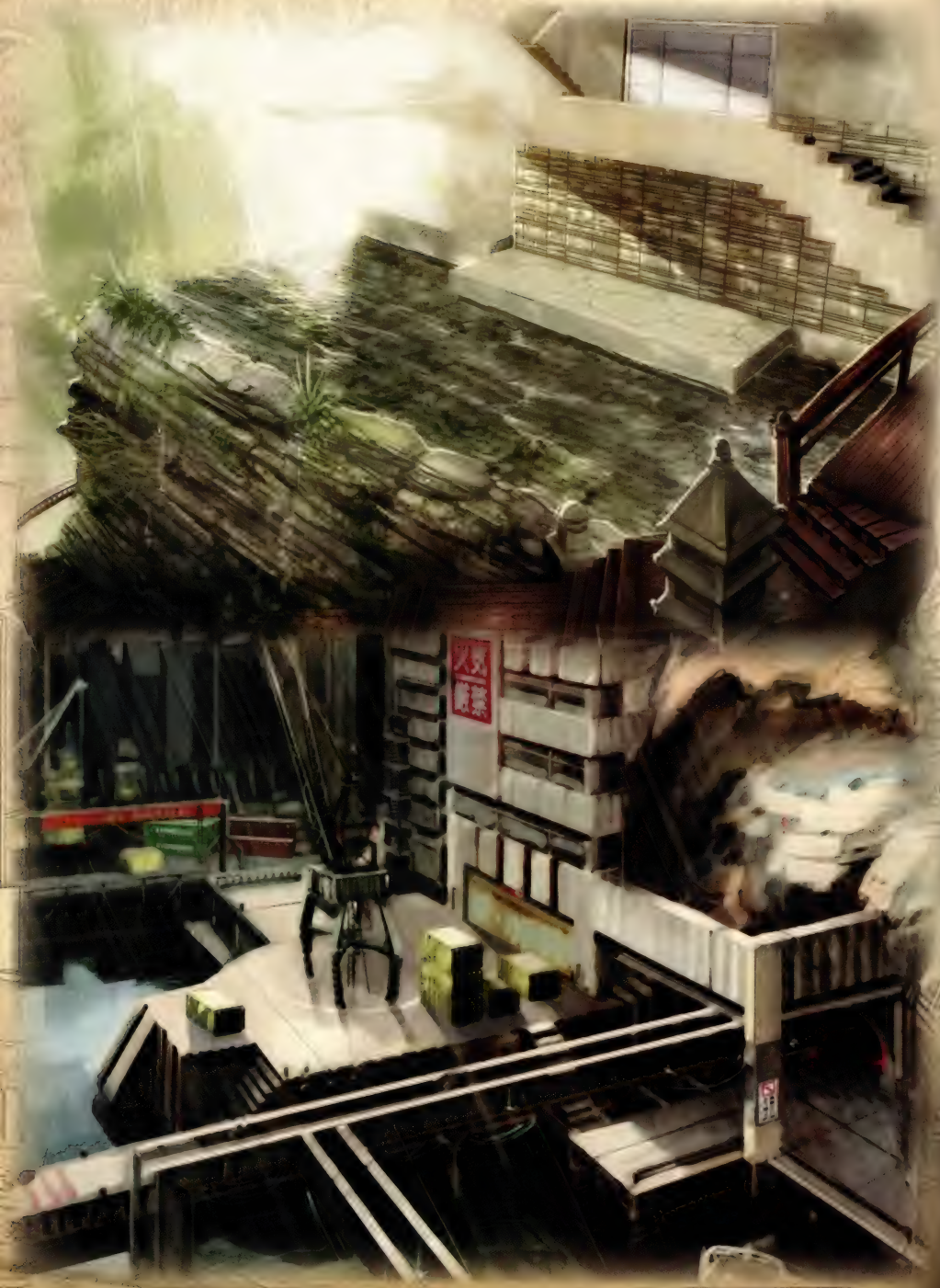

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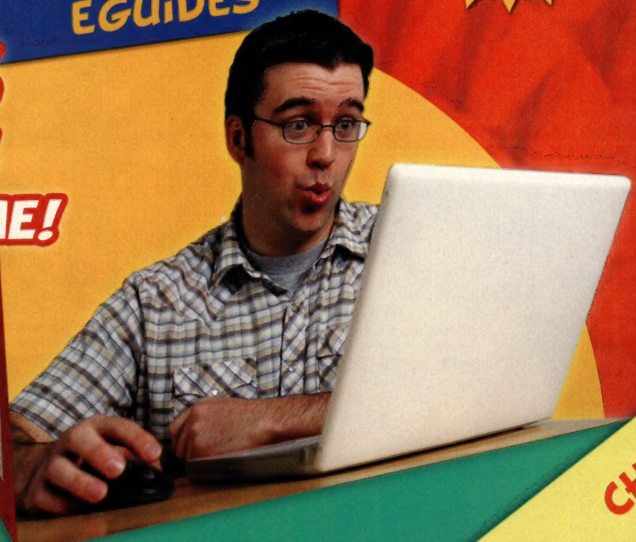

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